

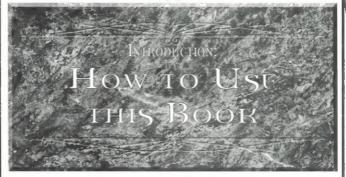




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Welcome. Won't you please come in!

By now, you likely have a sense for the malignancy and mystery of the World of Darkness. Your mind conjures images of soaring gothic cathedrals, looming shadows, skyscrapers arrogantly reaching heavenward and nightclubs teening with masses of nihilistic humanity.

You also know that among all these lurk the Kindred. Like parastres, the vampires spread themselves insidiously among the people from whom they steal their nightly existence. This book concerns those Kindred, and specifically the stories you and your troupe can tell about them.

To some extent, this book is the "overflow" from the Vampirer The Masquerade core nlebook — it helps round out the world but it isn't vital to every story. Some parts of this book, like the bloodlines and Disciplines, are included to allow Storytellers the opportunity to those one win steries at their players. Other aspects, like Secondary Abilities and Equipment, give Storytellers new rules and systems to add greater complexity (and a bit of brand-name flash) to their trougle's chronicles.

Remember that mystery when integrating these ideas into your Vampire stories — there's no reason characters or players should know any of the details herein unless they are bona-fide scholars in their field. The bloodlines are rare, the new Abilities are very specific, and unless your characters are soldiers or gun-runners, they're unlikely to know a Olock from a Gangrel. Reveal the shadowy movements of the undead to your troupe with the patience of a broading Methaselah — it will be a better, more interney same for your officers.

That said, here's what this book examines:

Chapter One: Bloodlines looks at three of the lesser "families" of Kindred. Their origins shrouded in mystery, these vampires prowl the modern nights, hiding from the domineering Camarilla and diabolical Sabbar alike.

Chapter Two: Secondary Abilities provides new and more in-depth Traits for characters to study. These new Abilities are more focused than the basic 30 covered in the main rulebook, but are still distinct enough to warant a mention. Systems are included to create your own Abilities as well, to reflect the unique nature of the Kindred in your World of Darkness.

Chapter Three: Disciplines discusses the Irightening land sometimes infanously ampiric powers possessed by the Kindred revealed in Chapter One. These secrets are closely guarded by the vampures who practice them who knows how they will affect unfamiliar Kindred who observe them!

Chapter Four: Equipment looks at personal accouterments for the World of Darkness. This chapter takes a decidedly martial tone, given the precarious nature of physical conflict. Just remember that turnabout is fair play: Characters who resort to violence too often may encounter better-skilled and equipped opponents to handle the thiesat they pose.

Finally, there is an expanded Character Sheet at the end of the book, for players and Storytellers who prefer a convenient, accessible place to keep their characters' dark-



CHAPITÉ ONF:

BLOODLINES



Kindred blood is a mystical, curious thing. The traits it passes down from size to childe sometimes remain the same for thousands of years, while at other times it may inexplicably warp or gradually change over time.

The following pages contain bloodlines — families of vampires whose blood has deviated and left them different from their unknown progenitors. Exactly how bloodlines come about is a injustery, but one thing is certain — these vampires are very race. In the dark world populated by the Kindred, it is uncommon enough to run across a member of one of the more populous claus, let alone one of these. They should appear only sparingly. Also, Seoptiellers should have no qualins about disallowing these bloodlines from players' options. Use them if you want them, or simply rule that there just ascord rany in your chronicle's ciry.

Daughters of Cacophony

As far as the Kindred are concerned, the Daughrers of Cacophony are a modern blood-line, coming into being only within the last few centuries. Many vampires believe this curious bloodline to be the produce of mystical unions between Toreador and Malkavians, but little in the bloodline's obscure history indicates that it is anything other than an anomaly, or perhaps the result of a particularly gifted Caitiff.

Whatever their origin, the Daughters of Cacophony are singers extraordinalee, possessed of supernaturally magnificent (or terrifying) voices. Their voices, however, are known for something other than their mystical allure. Through singing, a Daughter of Cacophony may feature the minds of those who bear her. Darker tales rell of Daughters who can shatter objects — and individuals — with their voices as a mortal singer shatters a glass.

Few Kindred in the Old World have heard much about the Daughters of Cacophany and even fewer have had the opportunity to meet one. The bloodline's presence seems to be largely in the New World, and of little influence.

The Daughters of Cacophony are often considered inconsequential by those Kindred with whom they share domain. Whether it is because the bloodline largely avoids the nightly perils of the lyhad, or because it is not typically martally or politically included, Camarilla and Sabbar alike tend to ignore the Daughters. In their complacency, however, they have ignored much that has occurred in the modern nights of the bloodline. Whereas the bloodline once admirted male members, it has

recently called them from its ranks for reasons anknown. Additionally, a few Kindred have reported that the Doughters' power seems to be increasing — their mysterious songs may be tuned to wreak greater havoc than before, and their blood appears more potent. When confronted with these rumors, the Daughters simply nod and smile, singing as if they hadn's a care.

Naturally, the Daughters are silent as to their greater agenda, if indeed any exists at all. They prefer to while away their nights in song, offering their musical interludes to each other and small, intimate collectives of those who follow their undead careers knowingly or otherwise. They tend to associate with Toreador, Ventrue and Malkavian Kindred, all of whom seem to be able to appreciate the unnatural beauty of their songs, and sometimes become entangled in the machinations of these Kindred.

Daughters of Cacophony, when they can be bothered with issues so peripheral to their interests, sometimes fall in with whichever sect exerts the greatest influence in their immediate surroundings. They seem to abide by the Masquerade, but whether or not they actually care is not obvious—it may be that they see no need to expose themselves for what they are to the mortals around them. More than one account has circulated, however, of Daughters of Cacophony spending nights with elders of both sects and the independents and leaving them maddened after a particularly rossing concert.

Nickname: Sirens

Sect: As a bloodline, the Daughters of Cacophony care little for politics, and have no "official" affiliation with either the Camarila or the Sabbar. Most Daughters find Sabbar cities brotal and uncomfortable, though, and typically establish residence in Camarilla cities or locales in which they are the only vampires present. 0.0

Appearance: The Daughters of Cacophory vary widely in appearance, from rail-thin waifs to rotund opera divas. Members of the bloodline affect clothes and manners that befit their musical niche; the Daughters have their share of leather-clad punk-band frontwomen, satin-dressed pianc ingenues and everything in between.

Haven: The Daughters make havens wherever surtheir rastes, which may be derelict warehouses, high-rise condominiom developments or even the opera houses in which they perform. They typically hide their havens from other Kindred, telying on isolation to protect them.

Background: The bloodline Embraces only those females who possess alluring or noteworthy voices. These individuals need not be singers or musicians in life, though most were. Daughters of Cacophony come from all strara of society, chosen for their singing ability above any other concerns (except gendler, of course).

Character Creation: Daughters of Cacophony often have entertainer or performer connecepts. Nature and Demeanor may be anything, but most offen reflect a predifection for the limelight. Most favor Social Astributes, and cultivate Expression and Performance Abilities. Daughters almost always possess some degree of Fame, and a Herd of admirers commonly surrounds a given Stren.

Clan Disciplines: Fortstude, Melpominee, Presence Weaknesses: The Daughters of Cacophony, upon their Embrace, become almost trapped by the music that circulares through their souls. Like the Toreador, who become entranced by beauty they observe, the Daughters of Cacophony often lose themselves in the melodic strains that only they can hear, Some Kindred postulate that all Daughters hear et les ame ephemeral times, but the Daughters hemselves have offered no insight. The difficulties of Perception cells are increased by one for Daughters of Cacophony, and no Daughter may ever have an Awareness Trait above three, as she is continually distracted by her inner music.

Organization: The Daughters have no formal organization—their numbers are so few and far between that any given location is unlikely to be home for more than one or two of them (if any). When Daughters do congregate for whatever reason, the younger members of the bloodline often defer to the older ones. Some Kindred have been witness to small assemblies of Daughters who perform songs of haunting beauty or frightening timbre that leave their audhences... moved. It has been noted by observant Kindred more than once that even in the most impromptu of performances, all Daughters present seem to know exactly what will be sung in addition to all the verses...

Quote: Why do we sing? Because we must. The noisome undercurrent that passes through each of us must be let to the surface, or it will buil us from within. Let it never be said that an undead heart feels no passion.

STERFOTYPES

Camarilla: it is an ivory column that does little for us other than provide sometime patrons,

Sabbat: Like an unruly crowd at a concert, the Sabbat sends itself into frenzies at the smell of its own blood.

THE VIEW FROM WITHOUT

The Camarilla

Their songs are at once captivating and deadly — much like I suspect the Sirens to be themselves

- Jan Pieterzoon, childe of Hardestadt

The Sabbat

Most of them just want to be left alone, and they're not as shady as the other independents. You may as well let them be. Unless you don't want to, of course.

- Dezra, Sabbar flunky

The Independents

Pleasant diversions or manipulable tools - and nothing

- Vendreris, Setire mistress



200,000

CHATER ONE: BLOCKERS

SALUBRI

The Salubrt bloodline is surrounded by a misma of tragedy, loss and hostility. It is rumored that only seven Salubri exists at any given time — after teaching Golconda, a Salubri Embraces a carefully selected childe, who then destroys her aire via diablerie. Few Salubri lead unlives to longer than a few hundred years, as they consider the Curse of Caine to be almost unbearable, and most exist for only a few decades before selecting childer and destroying themselves. Exactly how this bloodline attains Golconda so quickly and often is unknown (if indeed they do), and many Kindred suspect deception or outside influence.

Most Kindred perceive the Salubri as diabletists and murderers; largely due to Clan Tremere's cease-less propaganda campaign against them. The Tremere use their influence to have blood hunts called upon the Salubri at the slightest implication that one may be passing through Camarilla cities. The Salubri's reputation as "soulsuckers" precedes them wherever they go.

According to the tales presented by individual Salubri, they were once a true clan, founded by an eniginatic Kindred known as Saulot, the first vampire to achieve Golconda. This achievement came only after Saulot, who had grown distillusioned with the corruption of the Kindred, went into the lands of the East for an untold period of time. When he returned, he bore a mysterious third eye on his forehead and commanded powers no other Kindred had seen before. He also told of an escape from the hell of vampiric existence — Golconda. After his return, he sired few new childer. Some attribute the creation of the Inconnu and the Broutsh's fielde Carthage to Saulor's aid.

Whatever the truth, the Salubri believe Saulot came back changed in more than mind and body. They believe he stred his last childe duting Caligula's rule and thereafter grew isolated, tending to his childer's pursuit of Golconda. This usolation proved his undoing, however, At some unknown point in time, he entered torpor, perhaps voluntarily. During the Middle Ages, a group of power-hungry magi unearthed Saulor's resting place. The most pow-

erful of these magi slew the Ancient, slaking his own thirst on Saulot's blood, It is said that Saulot did not resist, knowing that it was his time to pass. To complere the deed, the cabal of magi hunted Saulot's childer to year extinction.

> The modern Salubri are the lineage of those of Saulot's brood who managed to escape the purge led by the mags, at least according to what information they told others. The magiare believed to hunt them to this very night, and likely have some connection to the Tuente.

While the Salubri maintain that they are healers, other Kindred believe them to be despoilers and thieves of souls. They are persecuted and hunted, unable to use their healing powers without revealing who they are, Few Kindred would risk "healing" at the hands of the Salubri anyway, feating that their souls — already in jeopardy due to the Curse of Caine — would be studien in the present

The greatest threat to an individual Salubri is, however ironically, herself, as all Salubri sacrifice themselves when they sire new childer by forcing those childer to diablerize them. The Salubri believe that all souls are damned, and only by attaining Golconda can one transcend the torment that awaits them after death. Kindred—and kine—who fail to reach Golconda become ghosts trapped in between the worlds of the living and the dead. Of course, being Kindred is no easy

task, and it is a trial that tests the strength of an individual's soul. As such, Salubri are dedicated preselytizers, and their "propaganda" is probably the source of much the antipathy other Kindred feel toward them. Thus, the Salubri eke our secret, desperate unlives, hounded by their fellow Kindred who refuse to see the truths put before them.

Nickname: Soulsuckers or Cyclops

Sect: The Salubri are shunned (at best) and actively hunted (at worst) by both Camarilla and Sabbat. Neither sect will have them, not shat the Salubri would join either anyway,

Appearancer There is no uniform look among the Solution and the same so few and choose progeny on such individual basis that no generalization exists. Children, elderly, the middle-aged and young adults have all populated the ranks of the Salubra as one time or another, and have bailed from all walks of life.

The Salubri do bear one physical trait in common, however. All Salubri develop a third eye in the middle of their foretheads around the time they learn the second level of Obeah. This third eye, which is the same color as their normal eyes, opens any time in Obeah power of second level or greater is in use. When the eye is closed, it is barely noticeable; the eyeslit appears as nothing more than a subtle scar. The purpose of this eye and its origin are unknown, but most Kindeel who have any familiarity ar all with the Salubri posit that it grants the Cyclops "sight beyond sight" or informal visions. Salubri Kindred often hide their third eyes by wearing Gypty-style headscarves or hats with slading brims, or behind long banss.

Haven: When Salubri are able to establish remains the havens, they typically do so far from the dominars of other Kindred. Salubri make their havens in desolate places, away from the vindictive eyes of others, and typically keep few physical possessions (thay better to travel quickly).

Background: The Salubri prefer to Embrace individuals with high Humanity healers, hely tolk, philanthropists, environmentalists and the like. Supposedly, only seven Salubri exist at any one time, though some Kindred report that this number may be less in the modern nights — or more.

Character Creations Satisfra may have any concept, though it is unlikely that they will be ediminal or soldiers. Natures and Demeinons tend toward the algunitate, though the latter may be literally anything folion Soldiers favor Mental Attributes and Knowledges, the ugh there have been exceptions in the past. All Soldier must take five does worth of Generation to represent their stree's sactifice, many Soldier also have a few points in the Head Beckground.

Clan Disciplines: Auspex, Fortitude, Oheah

Weaknesses: Salubri may take blood only from those who give it willingly. If a Salubri's vessel resists her attempt to feed, the Salubri loses a point from her Willpower pool and may have to check for Humanity degeneration at the Storyteller's discretion.

Organization: The Salubri are too few to have an actual "organization," though most of the bloodline follow a similar code. To the Salubri, the pursuit of Golconda is paramount, and they seem loath to refuse aid to each other. The Salabri are a loyal lot, and what they lack in organization they make up for with dedication. Only the most desperate Salubri would compromise another's safety - most would choose death before dishonor. Some elder Kindred claim to have observed a more cavalier attitude in the modern Salubri, however, and perhaps a bit of overt cruelty. Salubri communicate through cryptic words scribed in a forgotten language. In nights past, the Salubri would carve these messages on trees or other markers they would pass for other Salubri to see. In the modern nights, they may "rag" an area in the manner of graffitt or simply write a message and leave it for someone to deliver to a clanmate obliviously.

All recognized Salubri are of the Eighth Generation (conferred by the sires' sacrifice at a new childe's Embrace). Persistent rumous continue to surface, however, of powerful Kindred traveling from the Easy bearing the third eye of Saulot.

Quote: Your soul is such, stained by the Curse of Caine.
Offer it up to me and I shall cleanse it. You must trust me, for
an eternity of damnation is more than you could bear. I know

STEREOTYPES

Camarilla: They are so obsessed with hiding their evil they cannot feel the Tremere's fangs at their threat. The Camarilla is too blind and selfish to learn from our example.

Sabbate Domnation is not the gore-splattered romp they believe it to be. They gladly descrate their souls without a second thought.

THE VIEW FROM WITHOUT

The Camarilla

These who truck with the Salubri risk their souls, not merely their blood.

Rev Foster, Tremere apprentice The Sabbat

Whipped dags. Kick them like the pulling wretches they are

- Vincent Day, Sabbat paladin

The Independents

They make a huge issue of some long-forgotten ill they secessed. Cry me a river.

- Anja Kaumiera, Ravnos nomad

The Samedi are vampires of especially unwholesome ilk, and dreadful to look upon. Their budies resemble corpses, and those who see them sometimes mistake them for combies or other revenant borrors.

Thought to have originated in the Caribbean, the Samedi have strong ties to the region's voodoo legacies. They practice a unique Discipline that allows them to manipulate the energies of death, albeit in a much more temporal manner than Giovanni Necromancy, Indeed, the Giovanni have very little good to say about the Samedi, and the enmity between these Kindred rims deep. Some Kindred believe that the Samedi are the result of a vile Giovanna experiment gone wrong, while other vampires attribute darker origins to the Stiffs. Still other Kindred believe that the Samedi are a derelict offshoot of the Nosferatu - one that should have been stillborn.

Samedi often involve themselves with occult or illegal activities in a city, becoming powerful homogons and mambos or trafficking with superstitious immigrant criminal elements. Given their apparent voodoo roots, the Samedi seem content to garnet influence in immigrant ghettoes, practicing their dark magic and preying upon a populace used to the dead walking among them.

The Samedi are also motorious assassins and mercenaries, and it is for this reason that many Camarilla princes turn a blind eye to them in spite of their almost Masquerade-threatening involvement with the kine around them. For the most part, the Samedi keep to theiraselves, and a prince never knows when the may need an ally with "special" abilities. The Stiffs seem to hold the Nosferatu and Citoxanni in some inocrutable esteem (or dread), though, as they are hesitant to take out contracts on Kindred of these clans without just cause or considerable payment.

There is more to the Samedi bloodline than a loose association of witch-doctors and death cultists, however. The bloodline is insular and

secretive; many times, its members often keep their affairs private from even other members, suggesting that they have something other than common interests. A few Samedi are known to be members of the Cannarilla or Sabbat, but these offer the Cannarilla or Sabbat, but these offer the bloodline, a wampire known only as the Baron, suggests that the Samedi have a greater role in the Kindred's history and future than most vampires suspect. What that may be, the Baron refuses to specify, dismissing further questions with a wave of his rotting hand.

Nickname: Stiffs

Sect: The Samedi claim membership in no sect, though individual Stiffs may be found in the Camarilla and Sabbat when they choose to bother with such things.

Appearance: Samedi Kindred look like corpses in various—usually advanced—stages of decomposition. Some Samedi are putrid, with foul fluids occing from their nattered skin, while others are leathery, emactated and look like unwrapped mummies. The eyes of Samedi vampites sink deep into their skulls upon the Embrace and their lips retract, esposing a horrid

bence and their lips terract, exposing a horrical rictus of teech and fangs. Additionally, most Samedi lose their noses once Embraced as well, leaving gaping pits in the center of their faces (though this does not seem to affect their ability to smell scents). 00

Havent Samedi make their havens in areas associated with each, so that they attract no more undue attention than is possible. The Sriffs prefer massoleums, crypts, graveyrats, funeral homes and even ill-attended morgues. A few Samedi have taken to dwelling with Nosferatu in tunnels beneath their critics, but the Nosferatu tend to find the Samedi too morbid for much long-term cohabitation.

Background: The Samedi seem to be a modern phenomenon, and no Samedi is suspected to be more than 250 years old, even after their Embrace. In light of this, however, the Samedi seem more numerous than they have in the past few decades, particularly in the voodoo-influenced regions of the Caribbean and the southern United States. These Kindred are typically loners, and it is uncommon to find more than two making permanent havens in any given city, no matter the size. Many Samedi claim to have worked in fields related to death during their mortal lives — coroners, morticiants, witch doctors, etc. — and almost as many admit to being suicidal at one point or another before their Embrace.

Character Creation: Samedi typically Embrace those with a penchant for death, a trait that follows them into undeath. Many Samedi favor Mental Attributes and Knowledges while the martial, mercenary members of the bloodline cultivate Physical Attributes and Stills or Talents. Samedi rarely have Herd, Mentor or Resources Backgrounds. A significant percentage of the Samedi bloodline, passessiladly the older members, practices the Dasigibase of Necromancy but it is unknown precisely where they would have come across this knowledge, as they appear to be on very poor terms with the Giovannia.

Clan Disciplines: Fortitude, Obfuscate, Thansonis

Weaknesses: Samedi are hideous to behold albeit in a different manner than the Nosteratu. Whereas the Nosterati are disfigured and moustrous, the Samedi are much more corpselike and decayed. The fetid stench of the grave follows the Stiffs as well, and their decomposed skin is nosesting to the touch. All Samedi suffer Appearance Traits of 0, which may never be increased (though it may be hidden or changed mystically).

Organization: The Samedi are so few that if an organization or hierarchy exists, no one understands it except the bloodline itself. On the rare nights when two Samedi come in contact with each other, they may pause only briefly to exchange news or rumon before parting ways. A few turbulent ruttuots sweep through Kindred society about secret cabals of Samedi gathering in graveyards, but none of these rumors have been substantiated.

Quote: Do l frighten you? Do l disgust you? A thousand pendons! Here, let me help you — let me show you what it is like to bear this curse. Come, feel the cold, foul kiss of true undeath.

STEREOTYPES

Camarilla: Busybodies and pompous bastards who claim to represent us but want to snuff us out like they do all their enemies.

Sabbat: Fire and chaos follows them. Why would anyone choose the Devil as his master?

THE VIEW FROM WITHOUT

The Camarilla

Horrid, repulsive and coarse. Someone should do something about the m.

- Victoria Ash. Toreador singer

The Sabbat

They are easily forgetten, and their bodies are so...

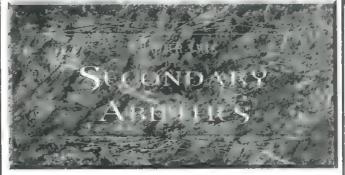
- Stephanse l'Heuteux, pack peiest

The Independents

I wouldn't fack 'em. Literally in figuratively.

- Vittorio Giovanni, consigliero





The following Afshities are for use in Vampire: The Masquerade. They are more specialized than the primariones, but are generally distinct enough to be Abdition in their own right rather than specializes of the primary ones.

One shalty point bayes two dots in Secondary Abilities dering character creation (those to be 100 feet of the Abilities), and one treebie point bays one do the secondary Abilities), and one treebie point bays one do the secondary Abilities of the secondary Abilities of the secondary Abilities of the level the player detectes of sough Abilities to the concreased by more than one in between an Additionally some Secondary Abilities here (Masquerade Camarulla and Sabbal Lore and Cuty Secrets) should not be installed to new wampares, and there (Demolitions) as generatably hard to that Grumme and

As a final note, use of these Secondary Abdittes is used by optional - Storvtellers should feel free not to use these or to permit only certain ones. Secondary Abdittess idd greater complexity to a game, but they also add greater complexition. If your game is fine without them for a shout them.

TALENTS

GRACI

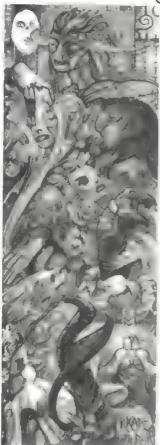
Veronica sauntered into the Digital Lounge without bothering to pay the cover—they know her here. She caught Andrei's eve and made her way to the table where one of the office of the comment amounts conducted business.

While Andres marked before the wife is that you to star it to be it took you to star it is to be it took you to star it is in the interest of the two such a glace that it is in the interest of the two such a glace that it is in the interest at a fine that it is in the i

You've been feeding from 100 many crackheads

Visally. I brought something a utile more to void
veronica beckoined, and the twin bound dush
she atoura eartier that right stepped few and. Andre, starerranced, and Veronica's earber transgressions suitished a





I is the ability to function "smoothly" in a social.

Soosping, cutting deals in the halls of power, making little unpression on a visiting archon and handlin courself in an elder salon are al. aspects of Grace Cithanacters may be bootsh, introverted or under a second course of the handlers with high Grace ratingsign along will people in any cowal and often have high Contacts ratings.

Novice Debutante

Program I Same

*** Competent Hollywood celebrin

*** Expert Public relations director

· · · · · Master Vampare prince

Possessed by Elder Kindred, Politicians, Socialites, Media Personalities, Toteador

Specialties: First Impressions, Gossip, Ramor Control, Schemes, Veiled Threats and Innuendoes

INSTRUCTION

hehanna stoweved her basement with a scoul of disguss
he muttered "Absolutely pathetic. We re at war
and you can t even manage a basic exercise"

trupan's ghouls reached tentatively through it fohanna's steeve. He cringed as the timed Yes vess, I know the others are usuing. It his int'. Yhe turned back it her class: "Now try it in then veroact the bone, then smooth the county of the other and the property of the other county of the other and the other other other other county of the other other

Toranna her five new childer burbled and clawed

misshapen appendages

Those who can, do, those who can't, teach," gues the saving Actually, those who can make the best teachers but they still need this Ability to pass their expertise on to theirs. Any Sixtl or Knowledge can be taught to another character. I alients can be developed on one's own, thoughome (such as Brawl) may be taught, and Disciplines may be taught with the Storvteller's approval. The teacher cannot pass on a higher level of the subject than her level of lastruction for instance, if Johanna has Occulif 5 but only Instruction 5, ahe cannot teach her childer a higher level of Coculi than 3. She has the information hersed, but she Joseson thave the means to convey such advanced information to the pupils.

Every month spent Instructing a pupil allows the instructor to make a Manipulation + Instruction roll clifficulty. 110 - the student's Intelligence, or 9 - Intelligence if the student has the Merit Quack Earner). Each success on this roll gives the student one expenence point to put toward the Skill, knowledge or Discipline in question. Stud esequire a substantial amount of downtime, and students manized to make Intelligence. Witsor Willpewer rollst.

embrace particularly difficult (quantum physics) or trauma trung (thre-walking) subjects

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Possessed By Actors, Linguists, Sound T. . . . n-Pranksters, Birdwarchers

Specialties Accents, Celebrities, Birds and Animals Studied Subjects

SIYLE

Style is the fine art it is a large least least proportiately which it is a large proportiately which it is a large proportiately which it is a large proportial with a large proportion of the bunch. It is a now to use what you have Heads it is a large proportion of the bunch. It is a now a room, simply because you can make yourse match any occasion or location, from a black. Toreador art show to a warehouse rave Characters with high Style ratings may have large wardrobes or may simply wear one thin, so the large wardrobes or may simply wear one thin, so the large is a large proportion of the simple proportion of t

Note that Style I ffers from Grace in that Style is see a cool, while Grace is acting co.

- Novice You've go and rasts
- Practiced: Your friends always take a simple induce when they go shopping
- Competent You stand out among the heep
- Expert Your outfits grace the bodies of mout me tashion models
- ••••• Master Your ideas influence internal—na

Possessed By Socialities Models, Designers, The or a Wandrobe Staff, the Gifted Few

Specialties Classic, Ethnic, Street Fashion, Haute Couture, First Impressions

IHROWING

Thank

Dutch turned as a few or the arithmet of and had game boys to a day to the known

What the hell are vote doing?" (The the impression in the making a little bit of ground where it is the included phonological bit is been a mount of a mount of And keeping in the contract to the bit in the mount of the contract of the phonological bits and the mount of the phonological bits and the mount of the phonological bits of the phonolo



Making things? task Thrown serve

nd combat uses to T Novice You can usually c b er ber c

Practiced You were feared 1 17

tpern in the 111 111 11 11 11 11 11 11

Expert You can pin an enemy's hand to the p make a 70-yard roughdown ras-

• • • • • Master You can pin an enemy's pants to the wa without touching his sain.

Possessed By Athleres, Hobbyst Newton Land Locals, Martial Ar-

Specialties, Sports, Specific Proj C. Trick Se. Competition

VENTRILOGLISM

What is the state of the state a had to be not 1 h + 1 , 1

1 06 2 19 ,99 71 For (P D), For a D g M a D n r 22 r

You have the ability to a common to · und is it it's comin / · · · · else This Ialent control to ment or deception, and can + ... V ... for even more effect in either Ventriloguism and Mim cs at a comment be substituted t t v v v v v

birthday partie

- Precticed 1 1 5 4 4 4 ville club Sar a made t a s
- Competen Y on make The Francisco 14. 41
- t per sa se
- 1 1 1 1 1 1 the total of



Possessed By Entertainers. Con Artists, Pranksters some Vledi

Specialties Distance, Dummy, Other People, Inami mate Objects

HORBY TALENT

This category encompasses anything that the Storyteller deems to be mainly self taught and is usually trhough not always e.g. Style) more active than intellectual. Storytellers should first examine the list of existing Talents and Secondary Talents to determine a particular activity might tall under one of those (for examp -) wimming and Climb ing would be specialties of Arhlenes).

- Practiced You've got a good grasp of your
- Competent: Other practitioners regard you as fairly skilled and competent
- applications of your Talent
- **** Master You could write a book on what you do

Suggested Hobby Talents Carousing, Diplomacy, For time Telling, Negotiation, Scroun

SHILLS ARCHERY

"Take this

Toshno glanced at the proffered rifle in his partner s hand "Thank you no Gura have no sosu

"Yeah, and neither will you if that bustered drinks it

The door shuttered shards of steel flying as the prenated sumptre most into the room. Four guess opened up bullets punching widdly through the walls or flattening against slan sp view old. The monster rounced challenge, lashing out to dismember and rend

Toshiro dreu focused waited for the moment of perfect sunty tett box, and arrow and in her and target become one and released. The elder's windless scream out off almostly as he crumpled to the floor. his heart transitized by an oaken shaft

The archer lowered his box, and smiled family "For some things, the old ways are still the best

by firearms in the me dern world, there are still enough hobbyists and hunters to keep them around. Many K ndred elders, too, remember the nights before gun the use of both regular hows and crossbows as well as their construction and the creation of new a (see Arclary to the Europeant chapter to page Archery dues for the construction of various types of hows)

- Notice. You remember hunting as a mortal archer.
- Practiced: If you were still inclined toward eating venison, you child get your own with co
- Competent Yournay have been a medieval wordsman.
- Expert Your prowess is nigh legendary
- **** Master Robin Flood or Wil sam Tell

Possessed By Elder Kindred, Hunters, Hobby Enrhusi isis. Competitors, Traditionalists

Specialities. Indirect Fire, Forests, Compension, Precision Shots, Hunting

"Two minutes C mon Theo a mon."

The Brujan frowned A single drop of blood-sweat coursed down his torchead. "Easy hid It's been 30 some years since I Jul this " He glanced up absently "Needle-nose pliers Is the multime clear."

"Everyone except the prince. He's refusing to leave. Say, he's lived here for two centuries

Stubborn sonofabitch. Grimme that plastic probe. I need

"Enfreen seconds Jesus

'Yeah, I know Right Cross your longers This

Demolitions encompasses both the use of explosives and the knowledge of how to keep them from Flowing up at inconvenient times. Characters with this Skill know the proper methods for storing, transporting and using various explosive and incendiary controunds tactually making explosives talls under the Chemistry specialty of Science) Proper De olitions training is extremely hard to come by, and Storyrellers sloud feel no qualms whatsoever about denving correctors any rating over Lin this Skill Low levels it this Skill are generally the most dangerous as ac il learning experiences involve explosives and failing a lesson can be tatal See the Explosives section of the Easipment chapter for more information

- Novice You've read The Anarchist's Couldbook and maybe a couple of inditary handbooks. You can manage pipe bombs of small black powder charges. You are as much of a danger to yourself as to
- Practiced: You have gone through some basic mile tars training - more of what to not do than what to do. You can place premade charves (e.g. sarchelcombat engineer of ordnance reclinician
- Competent You may have been a combat engineer or an ordnance technician. Defusing simple devices a within your capability. You know enough to figure the best way to set a simple shaped charge against an edinary target. This is the minimum rating necessary to set your own charges from raw materials





Expert If you sought gainful employment, you could easily be hired as an EOD (Explosive Ordnance Disposal) techn cum, or perhaps made the head of a bomb squad. You can't lire our complex, booby pped triggering mechan sms. and you know how

Mister Law enforcement a mores across the ehelp tigure (what happened in the wake of a host

Possessed By Terrorists, Police Bomb Squads, Combat Engineers, Miners, Special Forces Personnel, Militia Memburs and Wannabes

Specialties Disarming Booby Traps, Imploding Build ings. Bemb Detection, Vehicles. Blast Analysis

DISCUSSE R in protoned and reachest for another brigh. Hold still a said. If you keep moving, the latex teom I set right. How do

expect me to do my job like this The N isteratu sparing a uncontrator of Think lights are . And Is this ready worth a

Welt I need them to dry this. It you want to the a hubit.

cameras. Note, which dress are going to wear 't Il fold some

those of others with the proper application of makeup these tasks are extremely attitude without access to the

- Novice You've taken a basic class in stree make a You can do some very basic and subtle effects, but
- Practiced: You can for I someone who knows no ther your - the person you're impersonating. You could put together horror type make up for a
- makeup rechnician, and can create a bundred diftetent faces for yourself or your subjects. Ciender switching is not out of the question if your subject
- Vicer A Novierary to Torendor makeover arrist aldissorms and bluew

Possessed By Entertainers, Spies, Con Arusts, F/X
Technicians

Specialties. Theater and Television, False Wounds and Disfigurements, Concealing Identity, Impersonating Others

HERBALISM

"Yes, we I know what it does to mortals that will a work γ the prince

The Assamute nodded "We have one ways Wartock The formula you provided me has been refined and it will be detivered when I am certain I can sinke I trust wou have arranged barment?"

"Indeed Now go, before I'm seen unth you And be quick about your task' I have a personal interest in observing the effects of my—ah, of our work."

The Assassin rose and strode wordlessly down the street A slight smith flickered across her otherwise impassive features: "I meet said where I distrike," she muramized once out of earshot: "The prince has an equal interest it seems, in watching the effects of the ancient formulas upon his less trusted adsistors.

You have a knowledge of herbs and other natural substances and their properties for both medicinal and other applications. You know where such ingredients are likely to be found, and you can gather and preserve them.

- Novice You read a book on herb lore once
- Practiced You learned everything your grandmother had to teach you
- Competent. You are well-versed in the uses of even
- Expert You are well known in regional and nature
- tover circles as a source of wisdom

 **** Master. In the nights of old, you could have been a

wealthy apothecary

Possessed By Wiccans and Wannabes, Holistic Heal

Specialties, Cooking, Medicine, Toxins, Natcotics and Hallic mogents, Charms

I ID READING

Hisha strained at his field glasses. I can t quite make intwhat he saving down Nosferatu they don't have amy tips to watch He's yes 'My contingent and I will be preparing to depart tonight, he just told the prince 'Our presence in your city is no longer necessary' Good With that archin out of the way, we ll be able to go ahead. We like the moving on to New York. I think he said. Are you writing this sount."

You are able to understand speech without hearing the actual words, as long as you can see the subject's mouth moving. Although you can rarely get the entire sentence, you can usually figure out what's being said from contest.

- with exaggerated movements, you can get most of it
- Practiced. You can understand it someone talks fairly slowly and you concentrate.
- Competent You can usually comprehend normal conversition
- Expert. Even under poor lighting and distance, you can usually make out most of a sentence.
- •••• Master Smoke night and ventriloquism are no barriers to you. You can even make out foreign languages if you speak them fluently.

Possessed By Spies, Detectives, Hearing-Impaired Inlividua.

Specialties, Accents, Poor Lighting, Drunks, Fast Talkers, Covert Observation

MEDITATION

"Hey Hiro you in here!" The door swing open. "Oh"

One tufted een survived slights at the intrusion and a tailored finger turnhed minutels in the hil of the katana. The figure kneeting in the center of the ericle of candies made no other acknowledgment but continued his low-repetitive chant. A slight broever ruffled the small sligs of paper spread on the floor as the door surving shit again.

The moonlit shadous of the trees visuale slowly creft across the polished floor. As the tirst him of datin limplifiened the eastern sky. Him, fell silent and rose smoothly to his feet. He opened the door and bowed to the anxious faces, if his companions. If believe have the anxious research we seek. If have the anxious have the anxious faces.

You are able to meet a state of traine, and relivation in the control focusion, and award. This can be used to deal with mental and physical problems to find ealin again, or to put together precessor a purale that your consecusion in reliffication, 70 a necessary to enter the traine, state. Once in traine, each hour can be used to attempt one of the following tasks.

- To regain Willpower roll Intelligence + Meditation (difficulty 9), each success restores one temporary W/II power point
- If accempting to solve a riddle or to unite disparate clies, foll Perception + Meditation (difficulty 9), each six cast lowers the difficulty styour next Investigation or Eniginas foll by one
- To overcome wound penalties, full stamma + Medication (difficulty of the number of health levels of subject of the subject of the number of the subject of





the 16 th of the 4 how many wound penalty dice they are the able to ignore for lesser levels of injury. This roil can be made only once per night.

 To steel your character against his Beast roll Wits + Misstan in roully of 10 - Self-Control rating), each considerable your assess your next follow your character to resist frency. This roll can be made only once per post, and all benefits are lost when your character sleeps at the considerable.

the trans. Settinged enough to break it before the transport of the set of the setting will not accretice business. The setting setting the setting se

- Novice: You read up on trance states once
- Practiced You are serious about your self contemplation and have attained a respectable
- Competent You have studied under a master
- Expert You can find peace even when everything is going to Hell
- • • Master Yes

Possessed By Mystics New Agers Marca Areast Philosophers, Vanapare Neek get anda

Specialties Transcendence, Adverse Conditions Calmind Centering, Problem Analysis

Duot

The the thirty three retained and the street of the street

I he is the street me one wise ories to be made into

1 STATE OF 1 1 State a brid strike or something the wife 1 1 State of State

The he the who the what he has a shall her. It is not the start here. It is not the start here is not the start of the sta

2 st m he has make the second

Yes tristal respectively Plot must be back of at clother yell let type listed below, a Name of the let the server of the first thing about the Articles to the Articles to the Articles the Art



n a superranket

Service of the most basic of numerace
 unstructible

• • solve genuluns on a few med-

 Competent You're sprotess and, and can manage resorts, routing trip

fow then you mast

**** Master H Maverick or Blackbeard

Possessed By Professionals Policy and Military Person Albert mistros

Suscessed Air Vehreac Types. Hang Older, Balloon S. It dust used output and retait. Transport Passenger, Arrait. Fighter, Air Sign Space, unooff the Heavy Passenger/Transport Helloopter. Attack Helicopter.

Suggested Watercraft Types Smal, Sailboar, R.

y Arbour, Influidle Assaut
M. Merrbratt Cabin Che.

My Merrbratt Ship Researt
Subarana, Hovercraft Balesto, Personal Westernite

RI

ee me there because even (Levuld find a pep it is so

through these mountairs. Keep moves

Whether you come from a time before sasoline one nes
- a keep in practice a

- hopby, you know how it, trace in animal without being
thrown or falling off. This Skill above the os.

- Jsuch animals and the equipment necessary to ride and you

- white yo bytek and rains, term prount.

If hight has while mounted to be a based on that Abilia is than you have don't example, if Leab has Me et 2, Rue 3 and Eurearius 4 and secarght by her pursuers, she can sword light from hors-

back with her full Melee, but may only shout from the s ddle as it she had Eirearms 3 Novice. You can stay in the saddle at low speeds Practiced: You can manage a gallop and maybe) few fancy-looking tricks at low speeds Competent You indulge in fox hunting or Expert. You are a show jumping champ-4 professional pickes Master You are as comfortable in the saddle as an your own two feet, and can accompash just about anything with a well trained mount Possessed By Cowboys, Enthusiasta St. mt Rulers Elder Kindred, People Who Live in Rural Serting Specialties Bareback, Combat, Tricks, Racing Break ng and Training, Horses. Camers, Mules. Elephants STUGHT OF HAND is hatil smited as he bowed and kissed the timine's hand, his cold this integring on her skin a moment timeer than rucessary The preasure, Lady Timber . . . The my honored guest Come or Actually. Khahi thought as he stipped her ring into his pocket I think "fool" has a recent These property one of others. You can perform magic tricks, chear at eards. in piller the pockets of unsuspecting bystanders. Sovice: Card tricks at cast part i Practiced Conduct Expert. TV magic an e professiona pickpocket onana Master Prince of Discourse Possessed By Thieves. Stage Ma g cians, Aspiring Casanovas Specialties: Cards, Pickpocket, "Conjura tion," Entertainment, Shoplitting DROFESSIONAL SKILL This category encompasses anything that the Storyteller deems to be a taught Ab lity ind is primarily active in application. Stoptellers should first examine the list of exurting Skills and Secondary Six Is to determine if a particular task might fall under one of those to a I meking would be a specialry of Survival). You've apprenticed Practiced. You have a handle on the basics

CHAPTE TO SECONDE AR IL

- Competent You could make a living, as through not utorrung doing what you do
- Expert. You know the more esoteric uses of your Skill, and one rirely at a loss.
- **** Muster You are an acknowledged notherity on your chosen field of endeavor

Suggested Professional Skills, Blacksmith, Cooking, East Draw, Forgery, Game Playing, Gensuith, Mechanic, No. 2007, Torti to

KNOWLEDGES

ARIA HNOWLEDGE

How many cops we got back there brother?" Tyrus asked the two in the back seat

Four marke two pigs Nobles — they reall squadtion visit strum them

Not with yall incherfuckers weighing us d

Take a right up here there's an atley on the far side of that paun shop that's too narrow for them to get through

The old Unifie grouned in protest as Tyrus threw the mine a hard turn. Carbage and dead cats squetched beneath the tires, and last week's front page of the Chicago Tribune briefly flattened coeff against the windshield.

Anthus from end at the street signs as the washot out into traffu.

Ablocks down and left, there is an empty affice building.
We can ditch the war and had, in there.

A sulfield of the with the geography and mortal residence and optimizes of an areal assually a city. The Knowledge does not include Knowledge does not include Knowledge does not include any Subbot Lore and Crity Sectors, below. It does include night-spots, buding places, hospitals, gang turf, local celebraties and special exemis

- Student You've read Foder's
- College You may have lived in the area for a couple of years
- *** Masters. You've been a resident to a decade of
- **** Distracte You're a native and have lived in the region your while life --- or uncil.
- ••••• Scholar You could write the definitive book on the city, and may have spent several atomies there Possessed By Locals, Cops, Tour Guides, City Plan

Possessed By Locals, Cops, Louides, City Planners Reporter

Specialties History, Congraphy Politics Transportation, Law, Costoms, Celegrations

BUREAUCRACE

A sidon't understand'" Stephan princiled the ticle (20) desk and witted his press pass on her face one more time "1 + 1 change my reservation — 1 have to be on the 7-35 flight at 115 - it's strail's important that I leave here I m sorry so "she sad with, we a trace of remorse but according to our computers von did indeed cance; your reservation. If you'll just have a seat, we can put you on the 9.20 to Detri to where you can change over to an L.A. fl. bit.

Stephan sank almost to his knees, barely six along himself on the edge of the desk "You Jun't understand" he whispered. They'll be here for me sum

Barcascraev represents your offity to get what you want tot of "the system" on their this agh paperwork, phone casts or bribery. This Knowledge is useful for manipulating city officials navigating fit produced system or even operating a bareaucracy of your own be. in: The with high Bureaucracy are among the most organ. It people in eaststence.

- Student You can keep a small company organized
 - College. You understand the real basics of powerstrictures.
- Masters: You can perform stalling tactics for as long as it takes
- Doctorate When you talk your senator listens
- **** Scholar When you talk, the IRS listens

Possessed By Bankers Office Work: Government Employees, Lawyers, Politicians Journalists

Specialties Negotiation Bribery, Dipiomacy, Blaffing, Stalling, Government, Military

CAMABILIA LORE

Ian thoughefusy sapped the letter against his thigh as he stared out the window of his study. You say Prince Lodin sent you persimally?

The messenger howea - Yes, Mr. Pieterzoon. He sends his warmest regards "

Surprising considering that we never got on well when I passed dringly Cricago—" I an tierted langs bared." And asso considering that he is been dead for six veints. Note tell me the truth, whelp before I loss what utile patience your transparent is epton has left me.

You know about the Camari la You is tam use with its leaders, both the real ones and the fagorcheads. You know history the names of archins and justi- or the decisions of past conclaves legends, the carrent "Most Wanted". Let and the polyrical stationes of the major play of the conclusion of the major play of the control of the polyrical entity to which they belong It is difficult for an outsider to have more than two does in this Knawledge, and only the best informed moreals will have even not.

- Student What any member would know if she bothered to ask
- .. College What most Ventrue know
 - Masters. What most Nosferatu or Tremere know

 Scholar Whit only the Esticass and Inner Circle representatives know

Possessed By Camarilia Members, Sabbat Spies and Pilin its Wise Members of the independent Clans

Specialties History Legends Princes Justicars, High Politics, Laws and Conclave Decisions. Current Affa is

CITY SECRETS

Set disens, how "Mursha pided the unresisting neonate into a share to functivate her words. Lone for your tesson on who really runs this place."

The younger Ventrue hunked. I thought Prince Marcus uses in charge. I mean usn't he dways?

Marsha sighed. What are shey teaching you up north these rights. Howevity: I don't know with direct rrate sent you down ner. Now pay attention. You see those two portting over in the conver there? No, don't took right at them.

The neonate rodded mutely toying with his cufflinks

"Th see are two of the promogen — the tall scruw wone's Philip and the short one who looks the he dudy't get any steep vesterday is Richard. The wand the rest of the clane edeers really run this city. Marcus has it heem mit chain a figurehead for years now. Philip has a special hold on the prince, because last wear Marcus, for onte childe got him self in a bit of a mees with the Tremere — never mind how. I know that

You know things. City Secrets is a measure of how much a character knows of the hidden affairs of a cirv. the local intrigues and power plays and social structures and nightly double-dearings that necessarily of the Kingre either - "I remember a priest who said this place was cursed back when they built this building"). City Secrets cannot be acquired during character genetation, but only through direct experience. It is suggested that the Storyteller award separate expert ence points 1 r City Secrets at the end of every game ressi in during which the characters increase their faa rat by with the local Kindred world. Informatical about Kindred affairs in different cities can give a character ma tiple City Secrets rings is Camarilla courier might have City Secrets (Boston) 4 1 % crets (DC) 2, and City Secrets (Baltimore) 3 while knowing nothing about the Kindred of New York

- Student. A mere childe, not even presented to the prince you don't even bother to keep up with the local television news.
- College. A naïve young leech, you have hate y
 begun your descent, oceas onally, you make it on
 nection between appearances and reasties.
- Masters. You know what not to do, which can be en more important than what to do
- *** Decrete You may be an advisor to the mayor or the prince

Scholar Only the prince and the elder of the local Nosterata might know more than you

Possessed By Kindred, Ghouls, Very Lacky Hunters, Local Reporters

Specialties: Princo, Archbishop, Primogen/Prisci, Coteries/Packs, The Opposition High Society, Masquerade. Where the Power Lies, Who's Screwing Who, Historical Royalries, Politica, Mistokes.

Сяуртоскарну

We just got this from the architectop. He says it was taken off a Camarilla courser, but we can't read it. Can you make anything and of this?"

Kathryn nodded "I've seen tha before, or something like it It's a Sovet code scheme from the late 50's, probably straight off a swephis encryption machine Give me a cuspte of hours and I should have something for you. On, and I'li need another notehook a dozen pencils and a Russian English dictionary. No make that Russian-Spanish. Mon, ada will want it in his native language."

You are skilled at both creating and breaking codes and to phers. With an Intelligence + Cryptog; phy roll (base difficulty 7, but harder for extremely complex of technical messages) you can construct a code that can be read only by someone who scores as many successes as you on the same roll. You can also break a code and the same manner. Some codes require specialized equipment and a corresponding level of Computer, and government ciphers may take weeks or may be literally unbreakable.

- Student Crossword pu , master simple word transpositions and the like
- College Military signals officer simple mathematical formula.
- Masters Intelligence analyst PGP or other commercial ciphers
- Doctorate CIA cipher specialist low security military comman entions
- **** Scholar The NSA's finest top-secret burn-beforereading codes

Possessed By Mathematicians, Computer Program mers, Spies, Malitary Intelligence Officers, NSA Technic ans

Specialties Data Compression, Specific Nation's Ciphers, Mathematical Encryption, Alphabetical Encryption, Radio Communications Commercia, Protocols

ENIGMAS

'Come now, Keminim Surely there must be some way into wour lair. Even you must enter and east, otherwise it's not much of a lain.

Hesha studied the small building intently, the light from the moon illuminating nuthing in the facade that appeared to hide a portal

if their the Detris Driv was a court han does the Destriome and go. Unless—"He has a piped share similed to himself and scalled around or the near of the arone edifice. He pressed a small gent me any angle stone sewert at the forendation of the malling, and the stone start had questive.

Or course. The Deal enters may extention with the back of mer-sheads at the base of their needs. "Heshwemickled to himself and errors I the Jackness below no."

Enigmas allows you to pull rogether information for puter of the hopes and size. With this Knowke, a size piece it gether relevant uters and derit kind centhone their into a coherent whole. Even as so useful for piercing the faithful will be it decept on that kindred and kind a known of the best few with on a numbro basic few with on a numbro basic.

- Student: You can put rogether a large agraw proversolve simple reades from mythicogn
- college & land logic problems are a snap.
- Masters Your powers of deduction cast a bunding aght on the dark schemes of lesser minds
- Doctorate. Unlos or composes theories are your ment. From
- **** Scholar You, inderstand some higher power's designs on the inner workings of the universe

Possessed By Sages, P. Tosophy Profess is, Detectives intelligence Analysts, Gamers Metiphysic and New Age

Specialties, Ricidles, Orean Interpretar in, Conspira

RUSEABLE

Andrearmined her acting even and straiglies her notes trong to noke some ease of the "s word "White cogles blue cantines Menhandelis Millerteins rough morecold silk and E took stees. The bastard's true nome is in here immediate. I have a diamin many books o gothrough Has in those points even house of E-DR DAS.

A wone who wants to find a specific piece of information needs this knowledge. Research and the right materials cornelly on find all nost anything that anyone sever-written down. Many Research projects, occure extended rolls and severa in ghts' work, and some things may not be in the most accessible of for mes.

- Student You are tagether with public hipraries and Web search engines
- Colle 1) at may work part time as a research

 art 1) at with the work of use Copher and FTP systems.
 well as several abscure hands up filing methods.
- Masters. You are fair may with some provate includes in your greats of smost
- Doct ware. With time, voice enfind is most anything you need to know.

Sets, ar Yaware's multiva walking consisted effects
fibrary and know where to start looking before the
unjest on has been felly phrase.

Possessed By Professors, Wilters, Journalists, Librar s. Derectives, Sub-dats

Specialties Ordine Arcane and Occult, Ord Tradi Folklore Specific Knowledge Interviews, Specific Rending, Keeping, Your Scirch Quie

SABBAT LORE

The tempre fluctored casting deep shadous over the assembled kindred. We are gothered here," the pack priest in toned: to pass, adaption on a ration—a Camanilla speculous use trusted as one of sort blood. Do you have any last wirds before you are given need faint is stat your acts.

Sheet withhed same in the grip of the two publishes with held him. "You hastirus." Yi in have no idea who you re dealing with lists because I don't know all. I your secret handshakes and hillshal. Texas chippocher intuits doesn't make me a Camarilla pewn! I serve the Bishop J Detroit, and he ti have wort heads in pleas alm git he Leking reservation.

The priest whiteled stalkenly transforing Steen with her acgare. "Y at so'v van serve the Jish p. J. Detriat." Then you know that three clalers of the Basic Fland claim that title and bettee I'm gibbly. Which, me. J. them di. you serve." Answer... dy and see may yet share you.

Y vi know whose the Sabbat Y know whi helds power where, which facts it is in acce a ance in carrows areas, where the war ago, not the 4 am. It is going well and where it vfa ing history, the tenets of various beard systems and the repotations of famous (or infamous) packs. Not all Sabbat members have this Knowledge, the Creation Rites do not always allow time to give new members a detail cubinting It is atmost impossible for an index of have more than two dots in this Knowledge.

and very few morrals service onglenough to have even one. Sabbut Lore may not be acquired during character ereaster.

- ident What most members who live long enough to ask know.
- College. What most pack priests and leaders trembers know.
- Masters. What most bishops and Lasombra know
 Docrorate What the archbishops and puladins know
- School White dy the priser cardinals and

Possessed By 5 ,bbat Members, Camaril a Spies and Archors

Specialties, History, Legends, Leadersmp, The Sabbat Inquisition, High Level Politics, Current Affairs, Auctoritas Ri ac

Stwin Lold

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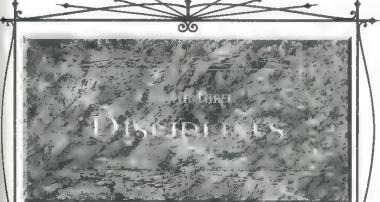
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CHATTER TWO SECRETAR ARRESTS



M my and varied are the supernatural abilities of the Children of Caine, yet even the most cosmopolitan of Kin dred is unlikely to have seen everying a. i. is has to offer A rew blookattes possess when own unique abilities, stemming roles that the dred is a company their mysterious progenitors or even their natures as varingties.

This chapter examines the Disciplines practiced by the bloodlines presented in Chapter One. As mentioned, its assumption are quite rine, and their mostica, ablite an appropriationately so. Unless a Kindred has dear with these powers belove, there is no reason for a character to have an fair in intrivient these Disciplines. Storytellers are advised to the Disciplines, blue their pricer bloodlines trugally, to preserve Vampure's sense of mystery and mulainant wonder. Add to notify most Kindred are soft to trever their secrets to there of the rind. The sampter of a can that does not registary practice these Disciplines and yet commands them made by mysters the order to the soft of the rind.

Utin rately, those powers are here for wone the They best implemented as tools of hurror and the unite own, or it provide new Traits for characters to stock up on Like the blood, new presented earlier feel free to ignore these power a distillow players to make use of them. Farm arry breed-contempt, and contributing characters with a movelenial power smore effective if they don't know the instand outs of to-capacities.

Savey Storyte ery now also notice that not every Discipline presented here contributes to the mit il level of masters. This is because not every blood an ehast member of soft scengeneration to master the highest levels of the Disciplines. The lowest generation and Dauditier of Cacophory is betieved to have data new is the sorth, while the Samed an immortation have no member below the little Marik Knaircel even suspect the highest levels of Obeah to have fallen our obscurity, as there are no knawn Sollabro in the total tions retrieve in the in sileren nights. Whiches of not any of this scentil-ably three of course may never is known.

MELDOMINEE

Named for Melpomene, the Greek Muse 1 (1988), the unique Discipline of the Daughter (1988) and (1988) are selected by specific specific to the view of the greek of the selected by the select

• Lin Missiso Voice

A symptoe with this power may "throw" her voice inwhere within her line of sight even carrying on two discrete. It is not a sixty of the sight even to the s

System. They were note that the second of th

• PHANTOM SPEAKER

With this power, the vamp, remay project her voice to any one individual with whom she has more than passing familiarity. The only distance limitation is that it must be right wherever the intended listener is. The vampire can talk sing or make whatever other noises she wants. The sounds are rina, able to anyone but the intended subject, unless an eavesdropper has Auspex 3 or the list of the control of the list of the list

Sistem The leave W + the reservoil.



*** MADRIGAL

The kindred may into their underfice with the emotions expressed in her song, rousing them to passing or deliging him with seemingly bottomess despar. Princes on good terms with Daughters of Cacophony sometimes have the songatesess cross before they make an appearance, holstering their fellow Kinared with a sense of lowa ty.

System: The player roads Charisma * Performance Adfreulty 7) Each success instills the chosen emotion in a litth of the Kindred's and ence "more than five sic cesses haven". Jittonal effect? The Storyrel er decides precisely which members is fife audience are affected Characters may resist this power for the duration of the scene with the expenditure of a Winpower point, but in life they have reason to believe that they are being controlled by outside individuals. The song the vampure sings mist side reflect the emotion she wishes to engen der — no one's going for most the concert security, in matter how well she sings "High Hipes," but they might is she wishes Capitallia.

Afterred institutions should not in accordance with their Natures — energed Conformists would out a not but not start one, aroused Braves may force their attentions on the inherence of their destrict, and jealous Directors may send cromes after their is als.

... SIREN S BECKONING

This power reaches deep into its victims souls to two the species in the Beckming causes temporary insanity in its victims. Malkayians and said sain res in Cold, onlid are immune to brien's Beckming, the former are too warped to be turrier affected, and the latter are too centered. Sien's Beckming in early or early on victim at a time.

System, Siren's Beck ming requires an extended, it is sted toll. The player rolls Manipulation + Performance (Afficulty at the targers W., power), the victum resists by tolling Willpower idifficulty at the single's Appearance + Perk mance). If thes inger act or idites the mire successes than the victimal any point, the hapless sou, acquires a new acrangement (or Psychologica, Eaw) at the Storyteller's 1 (5). This derangement normally lasts for one highly per is over five With a total of 20 net successes, the Duubries can make it permanent.

O . . . VIRTUOSA

Although many low level Melpominee powers allow a sympine to affect only one tay of at a time, those who have mastered the Discipline may entertain a wider audiches, as it work.

System: The Daughter may use Phantom Speaker or Stren's Beckening on a number of targets equal to her Storman + Pertors since. The player must spend one bood part to every five targets beyond the first to be affected an such a manner.

• • • • • SHATTERING CRESCENDO

Mortra, singers can shatter winglasses with their voices by finding the precise pitch at which the glass resonates. A talented Daughter of Cacophony can ge beyond the destruction of relatively trigile objects, pitching her voice to find the resonant frequency of cirtually any object, including a human or kindred body. Only one victim at a time can be affected by Shattering Crescendo, any in edse within earshot will hear a pierxing, though nor barmful shines.

Systems Use of this power requires that the victim be within bearing range (characters with hearing difficulties—ar Heightened Senses—ar affected at the same range, as other victims). The player spends one blood point and rolls Manipulation. Performance difficulties that career's Stamina * Fortitude*). Each success influence that the evel of aggravated damage. If using this power on an inan mate object, the Storyteller determines how many diele, family with which the object may soals, and how many successes are needed to completely sharter it.

.... Densistent Echo

With this power the Daughter can speak or sing a the air and leave her words to rial after latener. This can be other the next being to stand where the character is who she uses this power or a specific andividual that she is already acquainted with Persistent Ebro and also be used to "busperial" other Melpominee powers for a futo. In other metric visit is the proposed to the control of the proposed to the control of the c

System: The player rolls Statinna + Performance (difficulty 8) and spends a blood point. Each success yields one rurn of speech that may be left to be heard later. If the player wishes to time-delay another Melpominee power, the roll to it hat power must be made at + 1 difficulty. The echo stays suspended for a maximum number of higher equal to twice the vampire's Statinna + Performance before fading.

The Kindred may choose to make the echo audible to anyone who stands in her position for the duration of the power—in effect an endlessy dopped myste necoding Conversely, she may choose for it to fade away once it is heard for the first time. She may also choose to leave it dormant until activated by the presence of a specific individual, with whom she is familiar. If the echo is made alone time, only effect, all traces of the power disappear once the samples works either the the intended recroiver.

If a character uses Heightened Senses in an area where an "unactivated" echo ex its, he will be a claim murmur. Three successes on a Perception + Occult roll (difficulty, 3) are necessary to hear the message, and a botch on this roll will death of the institute of the instead of the high.

Овбан

Although most modern Kindred who have heard of the should be reported to the pronce, some cliders still remember so me is line as a double-edged blade, gentle healers on one same and natchless how warrors on the other Some Kin dred have reported dealing, with a buldent who possesses tragbtening marrial preview. Whether or not this is the result dan againsm of this Discipline or an entirely separate power is chick-we.

The characteristic third eye of the Salabe appears around the time that any campter, regardless of a our oblocking, develops the second level of Obeath. The eye opens whenever my power of second level of Obeath. The eye opens whenever my power of second level of Obeath. The salabet give my concrete answer as it, his or with vith so cours. The most comment theory is that the eye serves as a conduit for spiritual energies, both sensing and entiting them.

· SUNSE VITALITY

The Solder as feel the flow of a subject's life force after the high misses of miley may be used to determine how much community person, any obstand before death, which can be useful to some, any open in copponent. It can also ad in medical charges see feeding, as it can even, infections and disease.

System: The Salabri must touch the rarget to see how slose to death she is. This also requires a Perception + Empathy foll (difficulty 7). One success with sited, dentities subject is a mortal, samping gload or other creature, or

At the above. Two successes re. I how many health levels old a sign the subject has suffered. Three successes tell how but the subject sholded pool to favorable to how many blood points she has left in her system (if a mortal or other Blood be single form of the Foursaccesses reveal and sheeses it the subject's bloodere. I, such as hemoph, is or HIV. A payer may opt to learn the information y exided by a tesser degree of success.— for example, a player who accumulates three successes may learn whether or not a subject is a vargine as well as the extrements of his blood posi.

Alternately, this power may be used as a sort of limited "aftersight," researing to the Salutin now the subject came to be unbecamerate that the case is of this of all was the player to ask the Stroyteller one question about the subject's health or beauth levels. "Was be drugged!" or "Are his wounts aggravated!" are valid questions be un!" "Polit the Salaba do this?" or "What did the Lupine who kilted him look like!" are not. The Salaba may use this power on herself it she has anjuries but has emphasized to the memory of how the wounds were received.

. ANESTHETIC TOUCH

This power may be used to block a w antary subject's paint non-wounds or disease, or to put a mortal to sleep. As with Sense Vitality, physical contact is required to anaesthe tite someone. This power may not be used to block the Saubris own pain. Systems If the subject is willing to undergothis grow is the player needs to spend a based point to block the subject is purious made make a Wilspower rot, cliffically 6.1. This allows the subject to ignore a I wound penalties for one turn per success. A second application of this power may be made once the first one has expired, at the cost of another blood point and another. Willpower rot. If the subject is unwithing for some reason, the player must make a contested Willpower rotlinguistics, the player must make a contested Willpower rotlinguistics.

To put a mortal to sleep, the same syste () splites. The mortal's pate five to Oliours whatever his normal sleep cycle is and regains one temporary Wildpower point upon awakening. He sieeps pescefully and does not suften right mares or the effects of any Derangements while asleep. He may be awakened normally for valiently).

Kindred are unaffected by this power—their corpschike bod as are too tied to death.

* * * CORPORE SANO

The Salubri may heal the injuries of others by anying his hands over the wound and channeling his own energies in the healing process. The subject feels a warm () cong in the affected area as it heals.

System: This power works on any living or undead creature but the character must touch the actual mury tor the closest part of the viet mis hody in the case of internal injuries). Each health level to be heated requires the expenditure of one blood point and one turn of connect. Aggravated wounds may also be healed in this manner, but the wampire must spend worklood points instead of one for an aggravated health level.

... MENS SANA

This power allows the Salubri to remove, a subject is derangements, or to at least mitigate their effects for a time. Salubri Embraced in the modern age sometimes prefer to use psychological interview techniques, white older membres of the booding prefer to whisper soorbing words or perform exoreism truals. Some Kindred scholars believe the Antelliusian Saulor eased the Ancient Maisay's madness with this power, but a few others believe that Salubri may have caused Malkay's madness bitmisely.

System: The player spends two blond poorts and rolls in gence + Empattry (difficulty 8). The use of Mens Sana takes at least 10 minates of relatively uninterrupted conversation. Success curies the subject of one derangement of the Salubr, players choice. This power cannot cure a Malkavian of his core derangement though it temporarily allowates, itselfects for the rest of the scene. A borch inflicts the same derangement on the 'Albot to the rest of the scene, and the target's own derangement is intensified. This power may not be used by the Salubr, to care her own derangement.

.... Unburdening the Bestial Sout

The mainstay of the healing of he is of the Salubri, this power allows a character to stare into another individual signs of 1 km the subject's soul out of his boay and into the Salubris third eye, storing it within the Salubris own soul with exorking powerful healing matrics on a

This power is the justification that the Tremere pre-forrese to the second frequency of the first second frequency to the first like presented of the Salbor, ensure that the subjects are willing to have their souls removed from their backers.

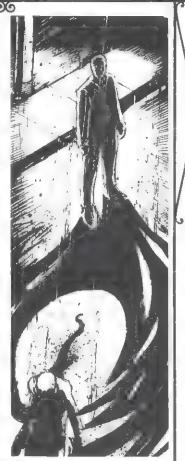
The subject's body becomes a juind, as hiss, while it lacks a soul, and may not be affected by any mind aftering I. plines of other supernatura, powers — there's no mind large to contro. However, it does respond to sample verbal controllars from the Salubri who has its soul. If not remained to each of perform, their presonal upkeep, the body will is also and will eventually dis

System: This power may be used to draw out the day character oxeps those with Humaniri 4 has a second of the day of the Salubri the subject's Derangement for the repairable of the scene. The Salubri must take eve contained the subject day of the subject must be will be a fixed to the subject and the subject must be will be a fixed to the subject and the subject must be will be a fixed to the subject must be will be a fixed to the subject and the subject must be will be a fixed to the subject must be will be a fixed to the subject must be will be a fixed to the subject must be will be a fixed to the subject of the s

A soil drawn out in this manner becomes a first salubris while the heading process rikes $\gamma_{\rm th} \sim \gamma_{\rm th}$ return it to the proper body at any time. While the soil is within the Salubri, she may spend a permanent Wilipower point to restore a point to the sale ects. Humanity or Path 12. The Salubri may restore a max mum number of points could to her Empathy score and may not rates the unter? Humanity or Path hieber than the sum of hereby and Vartues dore example a character sibs, the mest than unity with Consideration of the Path Manutry with Consideratio

While a soul is being held by the Salabri, its body is an empty lisk, conatone or in topic with no more aring force within it. As or why see had, which a mixed are waishes transposit or mixhowinto any difficult the Salabri of a lapper of the sould that varish in the simple state completely and irreversibly degreewed. Willing the body deal arines with may wairrane a Conscience or Consistion following which was desirable and a salabridge of the sould have so t

Asou that is being detained against its will may attempt to bre ik tree from the Salabo. This is restored by a contester. W. Ipower roll with the Salabo (difficulty of the opponent Wits + Empathy). Only one attempt per right may be made.



*** RENEWED VIGOR

The Salubri who has developed this power has neightened his healing abilities resuch a degree that he can heal virtually any allment as long as the subject still lives. All that is required is a touch and i brief moment of concentration.

System: The character touches the individua, to be healed and spends a full turn concentrating. The player spends one Wiswert in the state of the turn the subsert touch a strict alease in the area of the the structure turn out the Saudy is tracted to the structure turn out the Saudy is tracted to the will power point is lost with no effect on the ubject of the healing. The Salubri may use this power an Impsell.

.... SAFE DASSAGE

The Salubri may use this power to pass through a crowd without fear of harm This is not a power that makes the vampire "invisible to the mind" as Obfascate does, but rather a your of ictive neutrality" that makes a r or and the vanipire inclined to treat her favorably and step out 1 her way. She seems thaffens v. p. . int and harmless no perfle are respectful and heapful to her without stopping to consider why. This power also ensures that anyone who pursues the vampire or obviously wishes to do her harm is mer with unfav trable reactions by those who have been affected by Sate I make

Systems: The Salubri may choose it is proved to be not to be to be

If the Salubri is actively seeking shelter or assistance ("Excuse me, sir, can you tell me the best way to the aitport from here"), the player rolls Charismn + Empa thy (difficulty 7) Each success reduces the difficulty of a

subsequent, appropriate Suc al roll by one. This affects only attempts to gain seemingly harmess or innocent assistance, such as a place to stay or advice on the bad parts of town — a Salabs, we n't be able to get automatic weapons or low-grade heroin any easier with this power.

If there is of this power, ast until the next sunrisc edge affects only those who known her long enough to form an opinion of her cannot be touched by this power.

.... DURIFICATION

This powers in be used to cleanse a person, item or parce if demonic or malgin spiritual influence. It is of paramount importance that the industrible of strong convection and moral character, as he puts the parity of his own sour against the corrupts in the sativage to purge. This power is used against demonic possession or internalism, those insidious temptations among debased or power-hungry Kindred, but the price of fair ure is the Sulphi's own soul.

System: This power may be developed and ised only by a character with a Humanity or Path rating of 8 or higher. The player spends a Wi Ipower point if the subject is willing and the corrupting agent does not resist variate occurrence). If the subject is possessed by a conscious entity, the demon (or other fareign consciousness) fights the Sali britist dominance. This takes place via an extended, contested roli of the Salubri's Humanity or Path versus the oppenent's Willpower (each party's difficulty is the other's permanent Willpower) The winner is the first one to have three net successes more than the other. If the player fails, the attempt at purification also faus. If the player botches, the demon takes over the Salubra's body. Purification cannot be used on oneself and has no effect on the Beast or an alternate personality

Once the initial removal has been successfully performed, the player spends a second Wilpower point. The Salubr, thrusis the demon into a nearby term initial person, trapping the demon in the selected wessel. This must be accomplished within two turns of the Purification and the target must be within physical reach. If this cannot be accomplished, the demon is likely to go free or find another suitable vessel of its choice (such as the Salubri) If the sampire places the Jemon in a being who is likely to suffer from its presence, the place must make an immedia. Conscience foll (difficulty 8) if the Storytel or begieves that the

character's moranty would object. A botch, in addition to the normal consequences, releases the demon into the world.

The Salabs have always had a unique understanding of the nature of the soul. Some few Salabs olders may bestow for inflict) upon others the fruits of that under standing. A willing subject may be permanently released from 100 focked out of the body to become a free roaming soul upon the astral plane empowered to expose the world for cursed to wander) for all eremany with a the constraints for benefices of physicia, existence. The possibilities inherent to this power are extremely an neithing, of the two Teeners who are waree of fix existence.

System. The vampare and a willing subject must both on the care a deep medicative trance for a more reason of an uninterrupted hour as the Solubri performs the tritial necessary to separate soul from flesh without damaging, either During this period, the player spends in number of blood points equal to rivere the permanent Willpower of the subject at the end of the ritual, the subject is body slipinto a coma and dies by the end of the hight. Mans Temere and in their castions kindrick warm that the Solubri may misrepresent themselves and convince others to voluntice for a "release" from mixtal concerns, when in truth they wish to trus the solution another pain of existence.

The subject's son, is released from her body and enters the astra-plane (see Auspex Psychic Projection). This separation is permanent and irreversible. The subject is treated as an astrally projecting character in terms of rules mechanics. However, she no longer has a silver cord and no longer needs one, as she exists independent of her body. It she is reduced to zero. Willpower through astral combat, she loses one point of permanent. Willpower and re-forms after a year and a day at the place where this power was used upon her. A character reduced to zero permanent. Willpower is destroyed forever.

This power may only be used upon mortals (exc. ud-ing mages) and vamp res who are in Goltonda, and the subject must have a full understanding of what the structure and the impossibility of a reversal. The body of a vampire who is Unbound Jeany as uninesse It to possible to drink the bood remaining in the impire's body, but no benefits are gained from an attempt at diabetric. Any attempt to Emilyace the body of an Unbound mortal automatically fails.

The Salubry may use this power on herself, provided she is in G seconda.

THANATOSIS

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Ollars WRINKLES

can expand or contract her skin and the the third rich. This can be used to general appearance or to create pook to the concealment of small the c

surges may be read by visible in her sten-

System. This power requires one turn to shape the wrinkes and to distort a character is features, the Samedi player and to distort a character is features, the Samedi player as all Stamma is Actine (difficulties to 7 ft the control of the character is trempting to hide a small object (a wallet a etter, a small pistol), the roll and duration are the same but all rolls made to see if the object is detected (for example, a patishown search or a security guard's visual nepection) are it is 2 difficulty.

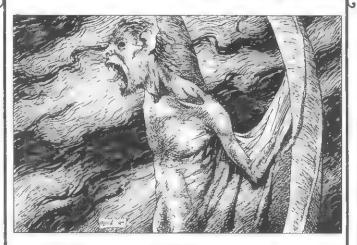
DUTH EXCTION

This power all ows the character to cause supernaturally rapid decomposition in a livin (1). The victin I based is an animal teeth (as a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of this pascent is a consequence of the paycholar ampact of the pay

System: This power first requires that the character touch his intended target. The player then rolls Dexter ity + Medicine, at ficulty.

Fortitudel and spends a blood.

the first transfer of the



on point of the victim's Appearance. This Appearance has returns to ampress a the rate of one point per high; but is permanent for mortals (though plastic surgery can correct mortals physic of distiguentment). If a mortal soft test strice or more h. If he levels of damage from repeated uses of this power in one scene, gangrene or other admits of more of the power of

This power can also be used on plants, in which case the target becomes blighted and withered. It cannot however, be used on man mate objects such as cars or wooden stakes.

· · · Ashes to Ashes

Ashes to Ashes allows the character to transform herself into a thick, sticky powder, about a double bandful in volume (what would be left after a cremation). The character takes no damage from sunlight or flames white in this form, and most physical attacks are nettectual. However, the character is, nhydmyles, and of her surroundings while in ash form, and separation of the ashese can prove catastrophic when the Samedizing Cottom.

System The transformation to ashes requires one turn and the expending of few blood purits, While the characters from, the player must make a Perception + Alertness roll (difficulty 9) for any scene in which she wishes her character to be aware of her surroundings. Reforming from the heap of ashes takes one turn. If the character is in a confined space (such as an lim), she explades from it in a suitably dramatic manner as she brings herself back in full size.

If a Samedi is scattered white in this form, one health level and one blood point are lost for each tenth (roughly) of the character that has been dissipated. Five blood points are required to heal each health, evel lost in this manner. At the Starteller's discretion, the Samedi may be missing, jumbs or vital organs (though never the head or the heart) until the missing health levels are healed.

... WITHERING

Many vampures, accustomed to their forms remaining speless, have been aphasi to discover the effects of this power. Withering allows the Samedi to shrink and warp a victim's limbs, rendering them immobile and causing extreme pain. Some particularly victious Samedi take shrinken parts of their opponents as trophies or for use in ritual mag e.

System The Samedi must touch the limb he intends to shrive! The player spends a Willpower point and rolls Manipulation + Medicine (difficulty of the victum's Stamma + Fortstude). Three successes are required for this power to shrink a limb. With one or two successes.

the victim takes one health level of bashing damage which may be a ake, in rimidy, but its otherwise and feeted. (If the Withering attempt is successful, the subject suffers no health level of damage, but rather the withering of the limb itself.) The effects of Withering fall after one right of a wamp re or other supernatural or the victim, but mortals (including mages) are permanently afflicted unless some type of supernatural healths is used.

If this power is used on an arm or leg, the I miinstantly becomes useless. If this power is used on an opponent's head, mortal verins die instantly. Kodred lose two points from al. Menta, Attributs while their heads are shrunken and are unable to use any Disciplines except Celerity, Potence, and Fort rade. Multip euses of this power on the same appendage have no addit onal effect.

.... Necrosis

Although its effects appear similar to those of Putretate the impact of Necrosis on affected characters is much greater. Necrosis causes bying for undead) tissue to accompose and slough off-exposing tones and organs and leaving

the victim open to infection

System. The Samedi must make contract with the victim The player spends two bood points and it Ib Octority + Medicine (diffic by of the arager's Samina + Fort 1 del.). The victim takes a number of health evels of lethal Jamage equal to the number of successes rolled and suffers additional effects as 1 seed below.

L success No addit anal effects

2 sc sees. Lose a point of Appearance

3 successes. Lose a point each of Appearance and

Destor ty

4 successes Lose a point each of Appearance, Dexterity and Strength

5+ successes. Lose two points of Appearance and one each of Dexter ty and Strength.

Attributes lost in this manner are regamed when all damage from the Necrois attack is healed. If a victim is reduced to zero Strength or Desterity, he is unable to move except for weak fill ling and crawling but may still use Disciplines and send bood rearist normally.

.... CREEDING INFECTION

Putrefaction, Withering and Necrosis normally rake effect instantly. Some elder Samed, have developed such control over these powers that they can delay the eruption of infections and spontaneous decomposition until they are well away from their victims. Metcenary Shifs are suspected to apply this power with a handshake to give themselves insurance in the event that a "partner" retuses to honor a deal Sistem The act usts as I had a

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act all we experience as form (see Ashe)

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System Valve to end ash the Samed remain to the form of the state of t

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System. The I est application of this power as wethe hamed) to feed some of her blood rilla recently lead. erose (maximum time since death equal to the Samedia, Stymina in weeks) in order to animate it. Three blood points must be spent to bring the corpse back to emblance of life. A reanimated corpse has the sore have a still a set danafe It is capable of limited t . n or I .. (Menta, Artributes by one) but free 11 6 and it and the only person it can clearly understand is its master or an individual who its master has directed it to obey Reap mated corpses possess two evels at Fort rude and three extra health levels. They ufter no dice pool peralties from wounds until they lose their last health level, at which point they collapse and s of surely car

A reanimated corpse crambles to dust at the il- ilseat after its creation. Its "lifespan" can be extended by tecding it more blood when it is created - one blood

This power can also be used on a martal. The Samedi creates a shoul in the normal fashion, by feeding the object one blood point. The player then rolls Manipulation + Medicine (difficulty of the mortal & Willpower). Three or more successes are required to turn the mortal nte a combre. If this rol, succeeds, the mertal loses all tree will, becoming completely subjugated to the Samedi -, urmand. The mortal may try to break free once per ht by tolling his permanent Willpower (difficults) the Samedi's Manip (lation + Leadership). If the mortal rees himself, he is still considered a ghoul but repairs hi free will and normal Mental and Social After butes (see below). A mortal who botches his Willpower roll or who becomes blood bound to the Samed strempt to break free

3 morra under the influence of Purrescent Servi tude becomes pale and corpselike. He ioses one point from all Social and Mental Afterbates (to a min main or of one) He gains three extra health levels and takes no dice pool penalties from infor es until he reaches Incapacitated, at which point he collapses. One more wound will kill him once he reaches this point. The mortal also gains one level of Petence, as a normal ghoul would and has the potential to learn other Disciplines if the Samedi feels inclined to teach him.

A ghoul zombie who goes a month without vampirit phood loses als benefits at be a rich rul, as would not A .I Let He also loses all effects of this power and tion to all though he may still be bood bound 1 1, 1





FIREARMS

No obeplaying game is complete without a list of enter training toys from which players may equip their characters. However, every game designer here determine where between 'him mad' and' shaast ve he saw Idal. Thus, this section manife covers equipment that requires. Traits, such as weapons. Commonplace things such as campin, equipment indine me fashions can be priceed easily as your local mall. When remiscon be found in catalogs from companies such as US. Cavarley or The Shapper Image. As always, the Golden Rule applies If you know more about a particular time than we present here, feel tree to modify its numbers accordingly, or cut if allogether if you don't alse?

One thing to bear in mind with equipment of this nature is that most of it is either outright largal or highly estricted. Don't be shy about tolling a placer "no" if she comes up with some cockeyed plan to arm her corter with 50-caliber machine guns. Vampire is a horror game, not an

This section is meanted to provide a fair x comprehening selection of weapons that might indiffer own most habands of a character, or he used against and character by various opponents. It is by no means a complete index of all weapons in use in the works today "Should the player and "Storyteder desire" a more in Tepth look at gins, there are many house on the mixed second to them.

Most nations have rather softrative lows concerning the possession of fully automatic weapons, and handgurs and sporting weapons are billing under tighter, and tighter control. Even in the World of Darkness, it is difficult to a gan automatic weapons without hake marker connections or a valid collect of spermit and any use of such freorms in a city will aimost certainly draw some degree of police attention Storyte ders should feel perfectly ustified in making both the use and acquisition of such gious may roughly than it is worth for characters.

FIREARM TRAITS

Califers The diameter of the but of fixed by the gun in question. Califer's given in either's fraction of an inch (e.g. 45 cliber is 45/100 of an inch across) or miliameters (e.g. 9mm), with the exception of shotgun rounds, which are measured in gauge.

Damage: The base number of dice noted for dumage for a successful strike. All firer and celest a damage against nortal targets. Against vampines treatms do mereb bashing of mereb against vampines treatms do mereb bashing of mereb against varieties and a trappeted which a deal of a trappeted which a deal of an active to damage poor, as per Vampine: The Masquerade: page 212), in which case the damage is considered, etc., etchil

Range: This is the practical shot range in yards. We in one may be fired at twice this distance, but the attacks are considered long range (difficulty 8)

Rate: The gon's maximum cyclic rate, or the number of shots or three round bursts it may fire per combat turn. This rate does not apply to full-auto or spray attacks.

Clip: The number of shors that the weapon holds Automat c patals, submachine guns and any rille which is described as "automatic" or "seminatomatic" may be carried with one additional round in the tring chamber.

Conceal I Can be carried in the packet, J = Can be
to large excet. I = Can be hidden in a trenchcoat, N =
Cannot be concealed on the person at all

" Indicates the weapon is capable of three-mind bursts full auto and strays

REVOLVERS

Revolvers are handowns that are irre around a cylinder containing to or more rounds. They are generally more balky than automatic pistols, but are less likely to become moperable it they matunetton due to their relatively simpler construction. In game terms, this means that most botches with a revolver result in either a mistire (the round doesn't go off) or a shot going into a friend rather than the 24 Jamming or blowing up. Almost all modern revolvers ire double-action, meaning that each pull of the trigger both fires the weapon and rota ca new round into place Many older models (such as the Colt Peacemaker of American frontier fame) and some newer ones of very high calaber are single-action, this requires the firer to manually cock the hammer between shots, thus vastly reducing the rate of fire Contrary to what some films have shown, it is impossible to sience a revolver

Saturday Night Special: This is a catch-all term for an cheap, small-caliber revolver. The major ryofcrimes involving frearms are committed using these guns. Models are, to it invocuse this. The two main drawbacks of Sar idan, oight specials are low stopping power and unreal solivity. However, they are easy to acquire on the street on short notice, ammunition is cheap, and they are it a big of an investment and therefore are easier to throw away on the rin.

Carbor varies, the most common are 22, 25, and

Damage 3 or 4

Ranger 10 to 15

Rate 3

Chp: 5 6, or 8

Conceal: P

Smith & Wesson M640 and Colt Agent. These are tree scattative of small "howard," resolvers or text yes excitative of small "howard," resolvers or text yes excitative and unitarily from concealment.

caliber 388 e a

Damage +

Range 1'

Clip. N

Conceal: P

Smith & Wesson M686 and Colt Python: Both of the psycholar web-deagned mid caliber revolvers with excellent reputations. These and similar midels have seen widespread use among police forces in the past, though revolvers have been reputed almost completely by automatics in modern mights. Most revolvers like these come in a variety of barrel lengths, which have no effect on gaine pasy unless the Storyteller wants to tinker with the Range Trair.

Calibert .357 Magnum

Damage: >

Range: 10 Rate

Client

Conceal:

Smith & Wesson Model 29 and Colt Anaconda: 1 . . . are a high-caliber revolvers used primarily for hunting

sport-target shooting. Few police departments adopted. 44. Magruin weapons as the heavier caliber postols are harder to control and are more intrinducing than police public relations would lik. Characters with Strengths of less than 3 man have shiftedly, firing these weapons one handed, at the Stoviteller's discretion.

Caliber: 44 Magrum

Damage 5

Rate

Clip: 6 Conceal: 1

Ruger Redhawk: The Redhawk is a nussive british revolver, used primarily for hunting. A larger version with a longer barrel, the Super Redhawk, comes with a sling and scope. Both versions are too bulky it be fired one-handed by any character with a Strength of less than 4.





Calibret 44 Magnum

Damage 6

Range 30 100 for Super Re 1 wl.

Rate .

Clip 6

Conceal: T

Freedom Arms Casull: This weapon, named after it manufacturer is custom by Iron the frame of a Ruger Redhawa and is chambered for ammunition that is a modified rifle round It is used primarily for bunt . I have all their large game, and can mount scopes. As with if I Book 1 s impossible for a character with Strength of less than 4 to tire Casull one harued A Casull a single-action, which has r game effect other than a relatively lower Rate and an art in I consuse as a character thumbs the hammer back. The expensive custom manufacturing required for a Casull makes it very difficult for a character with less than Resources 3 to

caliber days on I

Damase

Rate i

Range 4

Cp

Concea I

Remington XP-100: Although not a revolver this postol is included here for the sake of simplicity. It and its relatives are single-shot, bolt action pistols made la prosect shooting. Obviously, this means that the precision of a stion can be put to other uses by an enterprising character The XP 100 is something of a sniper's weapon in a pistol six It can mount a score

Caliber 2

Damage > Range: 50

Rates

Claps 1 Conceal: I

AUTOMATIC DISTOLS

The term automatic pistol is something of a mismomet as dictomass; weapon has come to be synonymous with "fully tot amatic." Automatic pistols are more properly referred to as auto-oaders, which means that they feed from an internal magazine and use part of the recoil when In in oad the next round into the chamber. Although manparolicaders are manufactured with magazines holdin or more rounds, recent American legislation requires all new autoloaders to be sold with magazines holding rounds or less. Autolonders are more axely to maltured on than revolvers due to their higher complexity (botches attmore likely to result in a broken or jammed weapon), but are more commonly used because of their higher rates of fire, higher capacities and lower reload times. Autoloaders can be carried with a tall magazine plus a round in the chamber ready to fire. The Cap Traits below apply to full to a ppty chambers, the +1 indicates that they may be carried with a round in the chamber trhough having a round in the chamber makes the weapon much

Hammerli M280 Target: As with the Remateron XP 100, the Hammer. M280 is a specialized target shooting pistol. However, most M280s are made with ergonomic graps firred to the hands of one specific user. In game terms, this adds one die to the Firearms dice pool of the intende user, but anyone else trying to use the weapon toses one die This leature is ay idable on most pistols, but the MZ80 is one of the few weapons on which it is standard. The M280 conmeaning a score

Calber Long Refle Damage 1 Range v Rate > Chin Se Copeal

Sites M380: Manufactured in italy, this slim and streamla ed autoloader is intended for sale to people with m n mal weapons tripping who feel the need to carry an easy to hade gan. It is designed for ease of use and maximum concea ment. Two other function is vaidentical versions exist, the M9 and the M4C, which fire 9mm and 40 caliber S&W ammunition respectively

Caliber: 380 Automatic Print for M9 40 S& W.

Damage + (5 to r M45)

Range

Rati +

Clip: 8+1 (9+1 for M9 and M40)

Walther PPK: This Cerman-made pistol is familiar worldwide is the signature weapon of James Bond. A though t acks the punch of arger-caliber weapons, it is small enough to be easily hidden in an ankle holster or similar arrangement. The to the widespread use of a spencer in the Bond fams. II is relatively easy (though still very illegal, without proper permits) to get one for this piste.

Ca ber 380 Automat.

Darrage + Range

Rui

clips s mesal

Beretta Model 92: Made in Italy, this weapon is the most commonly used pistol in American police departments. it was also adopted in the early 1980s as the M9, the liffic service sidearm of the U.S. Army (though invisory or personnel still swear by their M1911s). The Model 92: stairly representative of many high-capacity 9mm autoloaders, such is the Ruger P85 (Antonio Banderas' weapon of choice in Desperado), the Browning High-Power (with a 13-round magazine) and the Smith & Wesson 5900 series (the former service sidearm of the FBI), which are all identical to the Model 92 for game purposes

Caliber 9mm

Damage: 4

Range: 20

Rate + (lr)

Cones

Range

Calico Model 950: Looking more like a science-fiction apon than a read moral pistol, the Calico 950 is neverthe. less a very effective weapon. It feeds from a high-capacity - 1 1/2 is that lacks onto the top of the weapon parallel to the barrel rather than sliding into the grip as most juroloaders magazines do The 950 has not seen much professional use, mainly due to its bulk. A submachine gun variant, the Model 960A, also exists, using the same maga arts, and action with a folding stock and longer harrel

Cauber: 9mir

Damage: 4

Range: 20 (40 for 960A) Rate 4 (21 for 960A)

clp 50+, or 100+

Conceal: I

Glock 17, 20, 21 and 22: When the Glock 17 debuted on the market in the early 1980s, a sudden med a flap occurred encorning its supposed underectability "Althout of Glock pistols are made of piastics and polymers. (), i other internal parts are more than sufficies to show up on X-ray machines and meta, detectors. (Additionally, Glock manufac tures these pistols with strips of metal in the handle so they are visible to detectors.) Perhaps because of their incredible media exposure, Glocks are extremely popular today. Glock manufac tures severa. Jufferent models, all of which are listed here for straplicity stake. Each model listed also has a compact companion model with a 10-round clip (an addition - 3- and may still be held in the chamber) and a Conceal of P

Calibert 9mm (model 17); 40 S&W (model 22):

.0mm (mode, 20), 45 ACP (model 21)

Damage: 4 for model 17-5 for all others Range: 20 for model 17-29 for ad others

Rate: 4 for models 17 and 22, 3 for models 20 and 21

Claps 17+1 (model 17), 15+1 (models 20 and 22)

Conceal: I

Heckler & Koch P?M13. The Seem is firm of Heckler & Coch Jess, and this pixel spec fically for law inforcement use, continuous assumant, arrang statery with minural Jdffic ciliry in quick-draw and use. The P?M3 3 state—as part of the gipt, it will fire as long as it is to dish entitle in the firm of the cilir cilir and pressure is released from it is keeping the entit from joing all dropped. All Heckler & Kach weapons are a scellent reputations for re, ability fund high pricely and the P?M13 is no exception.

Calibers 9mm Damage: 4 Range Rate: 4 Clip: 13 Conceal, P

Cold M1911A13 The Classic "45 automatic," the Cold M1911A1 was the standard service sidearm of the U.S. Army from its introduction in 1911 and their in 4,1980. It is still popular in my tary, low enforcement and civilian applications alike, and is possibly the most widely used postol in the world. The M. 911A1 has been seen in counties falling, most recently and vividly in List Man Yanda g. Lira Costi, is so assessibles in T. only trainer, so they in sit sit. The good

Careber + 19
Damage >
Range

Clipt 7+1 to 9+1, depending on the exact model

SIG-Sauer P.220 and P.230: The partnership of Soris SIG and German J. P. Sauer 6. Sor hi has a repart tion for consistently producing excellent weapons 8. G. Sauer offers a number of modes at automatic parts, the two loses here are style presentative. Special Agents Fow Mulder and Dana Scully of X-Files Line carry, 12220 and 1220. Property of the State of State

Caliber 45 ACP (P220), 380 (P230) Damage 2 (P220), 4 (P230) Range 25 (P220), 20 (P230) Rate 2 Chp + Consul J

IM Desert Fag. 6. A though many professionals feel that the Desert Fagle is too much gun and too prone to me, hancal fadure, there is no denying the sheer intimidation factor this weapon carries. The Israei-made Desert Eagle is the largest most powerful natiolader in production today and is almost impossible to free one-handed traininum Strength 43. In addition to its most unpressive cabler, the Desert Eagle is also as a lab e in 357 Magnum and 44 Magnum.

Califfer No. Croin Express Damage

Range

Rat .

(inter

SUBMACHINE GUNSAND MACHINI DISTOLS

Submatch in gums, or SMGs, are designed to be algo the gap between p.sis. s and nationatic rifles. They are small weapons, index I see long that fire pistol caliber amountion at a high evelocitate. Despite their similarity in use and appearance to rifles. SMGs aperate internally more Ek. pastols. SMGs are most commonly used by military spectoperations units police SW. A Treams and gauge, because the relatively coverages at which as three groups usually enter-conflict of not require, the use of rifles.

Like automatic piste. SMCs and machine piste of mohadra in didit will builder at the dynamber. Interest of the "I section to the C. of Trait For the most part, clymberine can addite hall round as excessive and time consuming even the minimal benefit but some guithernness are insistent upon doma. It

Beretta Model 93R, C assitue as a mac one pistol is pates scale weapon that fires at SMG speeds, the Beretta Model 93R, s a three-mound-burn-capable version of thi Model 92 (above). It moorperates i fold-down forwind grip and folding stock. The Model 93R is not capable at me fally intornatic fire, which makes it slightly more controllable than other mach ne pairs.

Calibert 9mm Damage: 4 Range: 20

Rater 15 Claps 20+1 Conceal

Coska Model 61: More commonly known as the Sloopson, the Cacely made Model 61 is one of the similators SMG or in production at was widely used in Scoret bloc militaries, and has found its way into the armor as of Third World nations terror as a range-maderner jampacrosatic world. The Sloopson stellatively loss pe weed immunit in and incontrollability are basined by its small size on the world.

Ca ber

Damage Rance

Rate 5 Clips (0+1 or 20+1

Conceal: 1

Glock 18: The Glock 18 is a fully nationalite machine pistol version of the Glock 17—itended for law enforcement, in it mand antiterrorist use. A though it is similar in appearance to the Glock 17—it is deliverative designed to have incoming the parts.

Custer

Damage 4

Range ka. Sz

Clin at a se

C Beed

Backler & Roca MP2 series T 115 to the sugarmanent of the second 1 1, 11 11 11 11 11 5 4 M 5 , N 60 -1 the state of the

> 4 1 1 Calibert 9mm, though 10mm versions exist

Daren,

Rather + STAM SK

Claps

Cerca I 1115

In . A soul for a first to a section NICK TO TO

se Miru Ur, and the Mich Usi are le in but sack the range and control abitit 11 5 1 45

> Calibert 9mm and 45 ACP foll three models are valable in both salaberal

Damage + or Jum 5 for 45 ACD

Range I triir I ,

1 A 1 T 1 Rate

Cpl+, - r r, r l, · r 1 , , 4)

Convent 1 to vi

Ingray MIC + + NI I MIC I' I a the way to dear the state of long bursts as its trigger allows it to fire a set the required to pull off three risks. I also like gyana a to the town of the

Caller ni+

Damage 4 c c c c c

Range 3

Rat.

Clip. -Conceal

SAMPLE SON LINES COMPANIES

Calaber: 9mm Damage + Range 23 Rate 38 CTup 23+1 or 32+1

Concea, 1

Thompson M1928: The once abiquitous "Tommy gun" was the first submachine pun used by the U.S. military Although absolute today, it is still effective, and was a stanle of 1930s gangster films. Its huge appartal drum magazine to a unmistakable salheuette. Like the MAC-10, is trigger allows it to fire only full auto, making three-round bursts a matter of experience and control

> Caliber 45 Ac.1 Damage 3 Range Sc Rate 1 " Clip: 20 or 100 Conceal, T.

Billis

For game purposes, the category of "rifles" encompasses any gun that is not hall automatic and tires a first (compared to a pistol) round) nam-watameterbuller.lown anflectbarrel Riflecareused. for both hunting and sniping, the only difference between the two is often the level of craftsmanship of the weapon. Rales may be bott-action or lever-action. In which cases each shot must be moved. into fining position by the user, or seminutomatic, where some of the gas or recoil from the previous shor works the action and loads the next round. Most bolt-action riflesteed from internal ammunition. supplies rather than snap-in magazines, so they are slower to reload than semiauromatic weapons

Rifles. like automatic pistois, may chamber a round in addition to those carried in their c ip, so they bear the +1 notation to their Clip Trait. This is rarely ever used in practice, however - if you're shooting at something (or someone I that needs to be but 31 times to bring a down. maybe you'd better just seave it alone

Renungton Model 700: This is a tauly common bult-action hunting rifle and a good representative of its type; a variety of other brands have similar Traits, varying only in superficial appearance The mutary version of this, the M24 Shiper Weapon System, is modified heavily at the factory and is extremely difficult to acquire (Resources 4, no litary Alaes or Contacts, and a lement Storyteller)

Calibers, 30-06 and 308 Remington for Model 700, 300 Winchester Magnum for M24 Damage: 8 for Model 700, 9 for M24 Range: 300 for Mode, 700, 500 for M24

Rate: 1

Clip: 5+1, hear internally rather than magazine fed. Conceal, N

Remineton Model 740: This is a stiller-caliber version. of the Model 700, and is also a represent of versample of its type and caliber

> Cauber: 23 Rem rigton for civilian versions, 5.56mm for mil tary versions (interchanges se)

Damage, 7 Range 2 5

Rate 3 Clip: 5+1, held internally

Conceal: I

Ruger 10/22: Another representative song caliber tifles used for small game cit "plinking," this model is semiautomatic, but vacious sex st with a Litorius of actions. It is possible to convert this weapon into a fully automatic (and fully illegal) version with a decent metal shop and the right knowledge (Professional Sk II. Consorth 2).

> Caliber: -22 LR (Long Rifle) Damage 4 Range: 100 Rate: 4 Clip: 10+1 or 50+1 Conceal: N

Weatherby Mark V. This is a British made bolt action rifle designed for hunting large game such as elephants. things and light aircraft. Its recoil is powerful enough to inflict (7 - character's Strength) dice of Bashing data veanyone who fires it without being properly braced (Storyteller's discretion, any position where the character is off-balance, firing from the hip, or firing while moving)

Caliber: 460 Weatherby Magru m.

Damage: 10 Ranger 300+

Rate, 1 Chp: 3+1

Conceal: >

Barrett Model 82 "Light Fifty". The heaviest weapon available on the civil an market, this monstrous 40%-loc 35 pound semia, tomat e rifle tires the same ammunit on used by heavy machine guns. Its hunting applications are dubious at best, though it can be legally owned by private circzens in the United States and most large gun stores can theoretically acquire one. The rifle is known in military service as the M82A1, and is used by U.S. Army Special Forces surpers. The M82A1 was the rifle used by God in

Nove MALs and by Robocop in Robocop II. As with the We atherby Mark V. the Middle 82's recoveran break the housder upper arm collarbone and/or ribs of an unpre-

> Carlser show Gleowing Machine Gunt Damage 1, the 50 BMC reuna bas sathradium diselects and massissed page 1, con-

still help soak normally

Ranger Effectively 300 rb, 1g.5 professional military suspers have claimed kills at over 100 kgards in open terrain.

Rate: 1 Clus: 11

Conceal: N

ASSALLI RIFLES

Although semantomatic versions of most of these semantomatic versions of most of the for game purposes, this category, includes both true a semantomatic version of the semantomatic and true of the semantomatic and true more slowly. Both are emply year in the same roles and case that a target country dead

t should be repeated that weapons with till a capability, or even three rouns, burst capability, highly llegal for anyone but pible and military per coll a semanty matrix collector's versions of these weapons with can be converted to 1 to the with Protessional Skill Commit? A very any use of such weapons will akely draw politic and federal attention of the ATF takes a very dim view 1 such antices? Storytelers should feel free to don FBI SWA1 and whatever other acronying they need on their player characters?

Colt M16: The stan land assault if the of the United States attitud services, among others the M105 cs. in has been copied for both inditions, and cishan versi. Newer it as are capable of only single shots and three-round betts, though plenty of older models with true ful automatic capability are still out there. A cut-down earthing terminal to the M14 tearners at full out there.

Carber sage

Dantave

Range 120 for curp.pest

Rate or Melopending on the precase

Cap 20+1 or 30+1

Conceal N T for carbiness



Russian State Assenals AK-74. The aranuchild of the venerable AK-47 the AK-74 was the standard Soveret buck issault rille betore the collapse of the USSR and hasn't general of style. A variety of venions are out there the only ones that really matter to game play are the touling-stocked variants and corpuses.

Cather: 5 45t r

Damage A

Rate 3

Clipt 30

Conceal: N (T for carbines)

Steep AUG: The Austran made AUG. Armee a versal Gewehr is surprising in that such a unique weap is has actually been adopted by multiple militaries. The Most is a ballpup-configuration weapon, which means that its mean action are placed in the stock behind the approximation. Trigger This allows a shorter averall disagn with no has a harter length. The AUG also mounts an integral telescopie scope (see below) in its carrying handle. However, its most revisual mans leature is its modular construction one. AUG and a few conversion parts can be broken down and reassembled into a light machine can, a submachine gun, a stort carbine or the base case, it if we continue to a trait in militarion and action and action carbine carbine continue of the state in an integral relief.

Caliber 1 (Stren (9mm in SMG configuration)

Damage: 7 (4 in SMC, configuration)

Range 100 (50 for SMC configuration)

Rat : 1

Clip 42+1 (30+1 in SMG contiguration).

Conceals T (N for light much negan configuration).

Colt M14, FN FAL, and Heckler & Koch G3: These 1950-variage but it rifles all saw - and still see — wide spread use outside their countries of argin. The American VI - act automatic formal is found in civil an hands and solve a statement of the second in a still an hands and solve a statement of sees, hence use in South America. All three weighous have effectively equal game statistics, the G3 is about a pound he over and probably more regable than the other two of anyona's checking. A version of the M14, the M21, is still in use in the U3. A rimy as a space's rifle.

Caliber: 7.62mm Danagers

Range 75

Rater 10

Clipt 20+1 Conced N

Russian State Arsenals AK-47: The AK-47 a probably the most widely distributed battle raft, in the world. Although its ammunition has been erricized as being few powered and unstable at long ranges, the Scivers Judicit seem to complain. The AK-47 has a reportat in for reliability. under the worst Le dicorditions. As with the AK 74, there are folding stockly mants which can be holder. A costs with a lettle line of a

Caliber 7 62mm Sovier, not interchangeable with other 7 62mm amment tion

Damage 5

Range of

Cap: +1

Concea No Ttortolding stock)

SHUTGLINS

Shotguns are large, shore weapons (typically about half in inch) that fite either slogs or clusters of pedets down a smooth burn. Shotguns are lamited in range and announts in capary, bulks and punishing, in their rescoil, but they are instituted in seal fiel, and viceous a destructive in close og seen. Shotgins are pumps, lever or slide action or semiautors. In: There are slew fully a count, a shotguns as ablief these, resemble leressoult rifes and are might impossible to control and bught degal to own. Unless otherwise nated, all of these shleed from internal animoutities supplies (which i makes their abover to relead than magazine-fed weapons).

Generic double-harrised hunting shotgain: Double for relatitionguisare-perhaps the ult note at supple timents. A wike assument is awar able on the eyen market. Double hunded shotgains can be cut down and sword off for concealment at the expenses of range and legatiny canable for soft her for the higher stockers with which at stock with which to bence— at the record.

Damas 5

Damage 3 Runer 2, 10

Range 2, 20, or 5 depending on barrel length

Rate 1, both barrels can be fired as a single action,

he same full to hat for both rounds

Clip

Conceals N normally, but out-down versions ε in reach T or even

Benelli M3 Super 90: This is a semi-automatic shotgan in w despread use among Society and stair v representative example of its type

Caliber: 2 g

Damage A

Range Rate

> Clips 7 Conceals T

Remington 870P, Ithaca M37, and Mossberg M500:

These three pump-ner in shortgurs are all it walkespread usely regular pulies forces. In other words, one of these is what the caps are likely to pull out of the cruster when responding to the dietarchance with characters are consing. All of these can be our down for concediment at the expense of effective range.

(a her

Dimuse

Range or was a

Rate

Cp Strate

| Constant | St. |

two pto for a ...

Caliber 180

Damage S Rance

Rate

t lip.

c meent \

Proceed USAS 22 - Free more and control of the cont

Canber / Damage >

Range

Rate 6

ship is in

Conceal N

1 , 11,5 1 199 11 9

Tensoppi School Tensor and tensor

for a section of the section of the



Night-Vision Scopes Surplis night-vision equip ment is becoming more and more common on the open market, though it is still quite expensive. Night-vision

gear comes in three forms. light ampl fication (starlight) infrared (IR), and thermal

Starlight equipment amp iftes avait able visible light to level approximating lay light. It does not function in total darkness. Starlight scopes reduce the difficulty modifiers for darkness by one, but will not reduce them below +1. Starlight scopes require a minimum Resources. 2 to a quire.

reonverts invisible intrared light to a visible and d-white image. Like startight equipment, IR scopes and googles do not tune on in total darkness. However, infeared equipment can benefit from an infrared flashight or sporlight, which is invisible to the deep like gear is available in both scope and goggle forms. IR equipment reduces the difficulty modifiers for

forms 4K equipment reduces the difficulty modifiers for Jarkness by two, but will not reduce them below +1 4R gear requires a minimum Resources 3 to purchase

Thermal vision equipment is more sophisticated that startlight or IR, and literally displays heat as an electronic image. Thermal sights "see" through smoke or fog and can find his ing targets through thin walls. They do not pick up a vampire as more than a blurred image however, inclues the vampire has fed within the past two hours. Thermal vision equipment reduces the difficulty modifiers for darkness, fog or smoke by up to three and cover by one. Precipitation, however, reduces thermal vision gear's effectiveness (difficulties for darkness are only reduced by one and cover applies normally). Thermal scopes are primarily military equipment and require Resources 4 to purchase. They are legal, but government.

ds may make discreet inquirie about anyone who

Laser Sights: Modern laser sights are negrigible in weight. They attach to any weapon, but are most commonly used on pistols or SMGs. A laser sight projects a thin, very low-powered beam of light, reputally red, which appe is a small dor on the target at which the gun samed. This is not enough to bland the human eye, the ugh temporary d. Ing may resurt (Storyteller's distribution for effects) is ser sights are widely available to anyone with the funds (Resources 3). The game effect of anyone with the funds (Resources 3).

anyone with the funds (Resources 3). The game effect of the single to the dice pool of any aimed shift made at a range of 30 yards or less.

Silencers and Suppressers: "Slencer" is often a mishinger, as very few firarms are totally silent Guns make r se in three ways the explosion of the round tiring, the crack of the bellet breaking the sound barrier

and the metal against metal noise of the gun's action. To truly silence a gun, one must eliminate all three of these noise sources.

Most sound-si ppressed weapons reduce noise by venting the exhalist gas. From the round through a series of baffles that slow the gas to subsonic speeds (slows). This ballet in the process is the expanding gas that propels it bleeds away? As pistol-calibet ammunition typically is slower than file ammunition and relies on mass over speed to cause Jamage, pistols and SMGs are elective subsonic strong enough to be effective on a fife slows the builter thought to reduce the weapon's Damage Trait by 2 or more, and it was shorpur rounds or the 50-calibet BMC 1 if are too large to slence at 10-

Silencers are bulky often as long as the gun itself. Any weapon that has a silencer fitted to it rises one level in its Conceal Trait (e.g. a pistol with Conceal Pigoes to Conceal J when a silencer is attached).

The larger the round, the more difficult it is to supproper is Generally, any gun with a Damage Trait higher than 4 cannot truly be alteneed, only suppressed. For example, a suppressed Coir M1911A1 (firing, 45 ca. ber ammountion, Damage 5) is about as loud to a dictionary being slammed on a table. While obvious a a loud to ise, this may not be immediately recognizable as a gurishot.

Silencers are highly illegal for civinans to own with out proper government permits, and quite difficult to acquire A very sailed gunnith might be able to be, ld one from scratch if given tools and time (Professiona Skill Gunsmith of at least 4 and a minimum of one week), but its reliability would be questionable.

Disguised Weapons (is possible to build a weapon typically a submachin is children before a smillerly unobtrusive object (with Professional Skill Gunsmith 4). The most common configuration is to place the weapon entirely inside the container with a blow-awar patch over the mizze and is mechanical lists. It rigger to allow the character to fire the weapon with unopening whatever it's hidden within. This allows the gun to be fired fat a *2 difficulty, and no amed shors are possible). A weapon firing in this fashion is immediate, abovious due to the mizzle flash, even if it is silenced. The container must be opened in order to reload the weapon.

The Heckler & Koch MPK r the Glock 19 and the Ingram M10 can all be acquired with priefcases or saichels designed for the weapon in question. In most chere is a trigger assembly built into the briefcase's carrying handle, and the gain may be removed and used normally should the situation require such action.

MELEE WEAPONS

MILLE WEADON LICK IS

Conservation of the and was the conservation of the conservation o

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BUS WELDIS

port of a restaurant

Small Chiral Decorate Chiral C

Damage s registry to

Minimum Strength

Lurge Cobs Arra, the first state of the array of the arra

Danish Start and a cotta to

t me al T

Manner Strength

Makes the real charles as a least to the second sec

Danage Section of the con-

(emica)

Minimum Strength: 1

Encen Weapons

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tantos. The line between Kit and "short swirl." generally fragen it at will makes Fight powning with re-generally deable. Ced and balanced for the exp. --1 11 11 11 ----

Damage 5 1.

Conceal et depending on size and style Minimum Strength: I

Foils and rapiers: Lightweight swirts and rapiers: Lightweight swirts theneuganthe nor contract s resemd a blunted tip. However, it's not that hard t sharpen one, and many Ventrue e contember of time when gentlemen wore rapiers as a matter of fasl Rapters and four are used to ab and thrust rail or thin. slish and will recorry heavier weapons without the rise of breakage (Surviellar's discretion)

> Damage: Strength +2 (bashing, unless the tip : sharpened)

Conceal, T

Minimum Strength.

Sabers, ketanas and scimitarsi Sabers aria scimitars tend to have curved blades between two and three feet in length. Sabers are European in origin, katanas are Japanese and so maray come from the Midule East

Daniage tree r L special T

Minimum Strength 2

Broadswords and longswords: These are generall I tarope in weapons, auto a 21 the idea has come or every cavilization at some point or another. They are or in three feet or so long with in agil. In a vibilities

Damage: Strength +3

Conceals T

Manimum Strength 2

I wo-handed swords: Just what the name implies these massive implements of personal injury are between four and

I stence of at least 7 is needed to swing one with one hand is the balance is as much a factor as the weight)

Damage Strength +5

Conceal: \

Minimum Strength, 4

MISCELLANFOUS WEADONS

Brass knuckles and say givest These are decent ncrease the force of - no strikes. Punches from a chief of wearing brass knackles or sap gioves (gloves with pockets of lead shot sewn into the knack cs) do an additional die of bashing ownage. Characters making attacks with claws do not

Whips and chains: Aside from the recreational uses, some people swear by the versar ity of a flexible weapon. Whips can be used to slash, or can entangle (treat as a grapple stack at impe). Chains aren't quite as useful in that role, but his raisful.

Damage: Strength +1 (+2 for chairs) Conceal: I

Monmum Strength.

THROWN WFADONS

See Chapter Six of Vampirer The Masquerade for the basic rules for throwing. Thrown weapons cause lethal through the same Traits as meach weapons.

Darts and shurtken: Darts and shurtken (throwing stars) are usually too small to do much damage in and of themselves, but they can easily be coated with various chemical stars and the stars and the stars are stars.

Damager Strength 1

Conceal

Minimum Strength

Knives and hat he to M of knives and hat he to are to read in the balanced for throw cent always the best choice for hand-to-had combat and vece versa (+2 to difficulties if using sate type of weapon for the opposite application). It is a considerable of the combat and vece versa (+2 to difficulties if using sate type of weapon for the opposite application). It is a considerable of weapon for the opposite application). It is a considerable of weapon for the opposite application). It is a considerable of weapon for the opposite application of weapon for the opposite and the opposite application. It is a considerable of weapon for the opposite application of the opposite application of the opposite application.

Bantage Stroge, +, Conceal 1 1

Manimum Strength:

Spears: Although spears are rather uncommon in the olders world they are sometimes still an effect of the processing of the source of the spears of the spea

Daniage Sites.

Con cal S

Minimum Strengths 2

ARCHERY

Bows cause lethal damage by catting and sashing rather than by injust, as arrows travel too slowly to cause much in the way of hidrostatic shock (the primary source of damage from bullets). This allows bows to petientate must modern body armor, which is



designed to detend 6. Instibulers, with relative ease thall the (100 sould borrus, rounded down). They use the same Tesus as melee weapons, with the addition of the Range Tear of the 100.

Characters using bows may sake aim as per the aimed shot rales for firearms. It takes one action to fire a bow and one action to reload reloading can be accomplished in the same turn as firing with two successes on a Dexterity. A Archery roll (difficulty. 7)

Unlike bullets, arrows can be made without special shop tools. Any character with Archers 3 and as appropriate materials istome or metal arriviness, but it is wood for shafts, give, string and a mide) may construct arrows at a rate of one per hour.

Short Bow: This encompasses all bows that are between three and four feet long. Short bows may be fired from horseback Anyone with Archery 3 or higher and a week it work call trake a short bow.

Damage 2

Concea T

Minimum Strength: 2

Range: 60

Long Bow! This includes such weapons as the Welsh longbow, which endes the military dominance of the amored European Ringht, and the Japanese daskiw, a seven frost tall cawary bow. Long bows may be Jesigned to be fired an frost of tired while mainted on a horse, but not both. A character with Archery 4 or higher and 10 days of working time can make her own Long bow.

Damage: 4

Conceal: N

Minimum Strength, 4

Range: 120

Small Compound Bow: Compound bows asen style. Pulleys to enhance the user's strength thus also wing the same amount of power to be delivered with less effort. Compound bows are a relatively new innovation, and may not be constructed without specific tools. A small compound bow is shout three feet long.

Damage 7

Conceal N

Minimum Strength, .

Range ©

Large Compound Bow: Large compound bows are the most commonly used hunting and rarger shooting bows. They are typically tour feet long or larger.

Damager 3

Conceal: N

Minimum Strength: 2

Range: 120

Crossbow: A crossbow is a mechanical device that such as the consist of some artist bow articled to the front one of a stock. The row is drawn by crank or by hand, and the project le (called a bolt or a quarrel) is placed in the stock. A mechanical trigger holds the bow drawn, it is sready? See fired. A crossbow takes five actions to be drawn at religious actions to be drawn at religious drawn.

Damage ~

Conceal: T

Minimum Strength 2

Range: 10

DERSONAL ARMOR

The modern media has perpetuated the perception that a "bullerproot yest" will stop anything that his stocasting the weater fittle more than stormed. Sally, this is not the case. Currently produced body atmores dies gived in absorbaid spread the force of a high volceity impact. The inflammation of kinetic cenergy assigned by a bullet still be to the autor — it's just spread over the entire at 1.4 the atmospheric "before" it straistered to the render flesh and, bene of the body. This is unly results in spectacount brussing over the entire time, a few marks, aritis and a few min nessed down entarion and pain.

Furthermore body armores in the falls effective against relatively low websites rounds, posted ammountain, in other words). But lets with higher velocities (rifle rounds) typically punch right through sixth synthetic ribers as Key in and Spectri. On the other hand modes weapings such as known clubs rear high armore, he into other trick clothing or smalls the wanter right through the material.

Some Kindree edges strakeep no supports on continues past. This is both more obvious and less built research than modern body armor, but it generally supports on the browning attacks more effectively than its present night counterman.

Unless otherwise noted the armer listed below covers only the will tree's torse and thus does not protect against fire, suil ght, called shots to the head neck or limbs, or explose its

Body armor is expensive. Unless otherwise is a centry below, assume that a character must list a Resources of 3 to purchase modern artist in all Resources 4 to purchase archive carmor (cheaper reproductions are avis, able, but these are meant for display tarber than use). Body armor is also rarely "one size fits all," and poorty forced tread stoleral body armor may have an increased Dexterity penalty at the Stoyre for so fits ret on.

It bears mention that the armor Traits presented here are a bit more complex than those presented on page 214 of Vampires. The Masquerade. Storytellers who wish to keep complexity to a minimum should feel free to use those Traits install.

ARMOR TRAILS

Bassing Seak 1 contract that the armoralds was a sea of the This

Bullet Scale To a seriest chat the armore is a base of the control of the series of th

Desterity Penalty: The amore with the wearer

Perception Penalty I is a solution of a solution of the soluti

Conceal. I be a count of contribution of the c

M DUBY ARM I

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Bulict Scale

Dexterity Pena ty

a moral No. is so tre normal clothes.

Around I share in this Kilometer was a second to shall be a loose shirt of wind the kilometer with the kilometer was a second to the kilometer was a second

Bashing Soak

Mercs Stuk

H. Her Spak T.

Devicenty Penalty

Conceal: W

Light Ballistic Vest. This is a vest designed to be worn

k it is secated as the armor 1-shirt. Because it

k it is a solone some case of concealment it

k it is k is a solone she shirt.

Bassing Sook

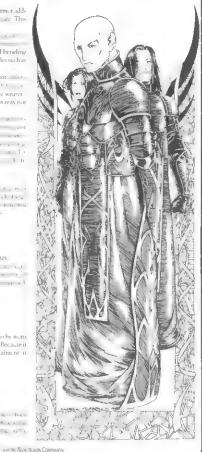
Melec Scale

Bullet Neak

Desterity Pelains

L leaner

Medium Ballista Vest (1997) at 1995 at 1995 at 1995 at 1997 at



struction in which the wearer expects to find herself. This type of becaused to all the an in the get "trauma plates" can be inserted for extra protection. Some modelire designed expressly for combat wear and incorporate a variety of pockets for radios, spare magnanes and other tool store in the

> Bashing Scale 3 with traum, plates) Me ee Soak 3 with triuma plates).

Bullet % ak 1 (4 with trauma plates) Desterity Penarty 1 (2 with triuma piates)

Conceal

Flax Jacket 11 is as shally the same approx man, thick ness as a medium bullistic vest, but it extends to cover the arms ind, sometimes, the lower abdomen. Flak jackets also provide m minal (one die of souk) protection against ext --

Bashing Soak .

Melce Soak Bullet Snake 4

Dexterity Penalty

Conceals I

SWAT Tactical Jacket Made primarily for SWAT and hostage rescare teams, these governors are very expensive timar a few and the me surchase) and tend

Jeograed for maximum badistic protection with a minimum impact in mobility. They are designed to be worn over ciothoncusually including an armor T shart) and cover the weater from the shoulders Josep to the group. They usually teamer training plates and equipment pouches. The Dextenty penalty of a SWAT packet is reduced to 1 for activities which rely primarily. in the hands and large (such as shooting).

Bashing Soak: 3

Melee Soak, 3 Suffer Sense: 4

Dexterity Penalts

Conceal, I

Riot Geart Alche a's impossible to cover alc thbases where personal injury is concerned inforcear does make the strempt. This is all y includes full protects infor the tor nd partial protection for the arms and concess theils melee and firearm attacks wike a flak tacker and a con-I-ma (one die of soak) protection against explosions.

Bashing Soak 4

Melee Soak +

Bullet Soak: 5

Dexterity Penalty: 3



Bomb Disposal Sutt: Explosions are perhaps the hardest work of sombat to ure to armor an individual against. Bomb deposal suits are designed specifically to defend against concussion and shospitel, and adds xidice to the wearer's sook tice pool for explosions only. The Dexterity penalty of a bomb disposatisit does not apply to delicate operations (such is defining a broady (rap).

Bashing Soak 4

Melee Soak +

Bullet Soak 2

Dexterity Penalty: 1

Conceal, N

Noriex Sutt? This is a specialized item worn almost excusively byrace car drivers Intel ghiters and SWAT moop ets. Nomex is a very expensive (minimum Resources 4) financial fabric. A Nomex soit typically covers the entire body except for the hands and head, and comes with loves and a ski mask to protect those two areas. It provides three additional soot due for the soil purpose of resisting far. A Nomex suit is designed to be worn under clothing.

Bashing Soaki 0

Melee Snak: 0

Bullet Soak: C

Dexterity Penalty: 0

Conceal: W

Lulored Armort In recent years, several companies have begun re-training Kevlar or similar materials into name-brand clothing Tspicalty, windbrenkers sweaters, jock victorials and clothing Tspicalty, windbrenkers sweaters, jock victorials responses in the state of the result is retrieved by minimum Resources 4) but the result is virtually undent trable as body armor a Perceptum + Structures or Ill (difficulty 10, dropping to 8 for fyle is in the instead of Streetwise) or necessary to recognize it.

Bashing Soak .

Melec Scale 2

Bullet Snak: 2

Dextenty Penalty: 0

Conceals see above

ARCHAIC ARMOR

Integrite someone walking down your street in a suit of chainmail. Consider that reaction when taking the conceambility of archaic armor into account

Composite Armor: This usually consists of leather sewn with metal rings and study, and perhaps some light chair mad. Composite amor covers the torso, arms and upper legs.

Bashing Soak, 2

Melee Soak: 3

Bullet Soakt 2

Dextenty Penalty: 1

Conceal: T



Heavy Armor: This is a suit of ring mail or chain mail a receive of the flat padding. Heavy armor, as a line of the receiver o

Bashing Soak: 4 Melee Soak: 4

Bullet Soak: ` Dexterity Penalty

Conceali N

Full Knight's Armort Assorderneousas' plate man, "this sowhai is bright of as full medievoi amore. Actuala, armar of this type was only useful a century of the School of the full later, the family tendened in obsvete. A manufum Resource—6+co-necessor, to locate and purchase a sun't of this type of armort hat well the the Character and a manufum. The fig. 6+co-p. 1+co-p. 1+co-p.

Bashing Soak: 5

Melee Soak (

Bullet Soak: 1 (Note that met il breaches mw. rd. gunshor wounds are akely to be gune painful...)

Dexterity Penalty: 2

Concen N

Hermers

Heimers protect the head and in some cases, the neck Their soak values do not add to those of the state of their above, but are used separ tely for attracks that specificalls or to the latest them is not a sure better

M.litary Helmetr Avoilable in army surples of or relatively low price, this is mainly designed to proceed on the price of the bullets or basegoins.

Bashing Soak 4

Melee Soak 1 Builet Soak:

Perception Penalty.

SWAT Helmett This sism, ir in construction to the military helmet but is more early public Lagransi molecuralists and has a transparent Plengla care shield and a padded neck cover. Some modes so that is mask for a face shield increase Perception penalty to 2).

Bashing Soak

Melec Snage 7

Bullet Soak: 2

Perception Penalty:

Light Helm: Typically worn with heavy account thus is a padded metal heamet that protects the back of the wearer's head.

Bashing Soaki

Melee Soak

Builet Soak: C Perception Pena ty



CHAMBLE NO. ESUPROS.

Full Helm: This is worn with a full suit of kinght sarmor It is extremely heavy and uncomfortable, but it covers the wearers entire head and neck

> Bashing Soak: 2 Melee Soak: 3 Bullet Soak: 3 Perception Penalty

EXPLOSIVES

Explosives cause massive property damage at best, and this care may be viewed as a sensus breach of the Masquerade due to the intense invest gation from feetar damborners tame sombing of a public building is a federal crime and will be investigated by the FBI and ATD. Plavers who believe their characters can "get away with" are reterred to the examples if the Oklain ma. City and World Trade Center bombring-More thin likeas adder kindred all assist the authorities in such an investir in memorphic bless that sort of thin such a minimum and a steared less should have no qualing whatsoes er about arbutarity denoine anything in the section to characters. The naster's simplifying the less that no characters. The naster's simplifying the less that no characters.

However sometimes the only was to be the problem is to blow the a share learning that the problem is to blow the a share learning the only one who take this view. The Inquisition, for instance, is not above drastic measures Characters may find themselves on the receiving end of any of the following substances.

Body armor generally does not protect against an explosion, although it may protect against the shrappiel thrown by one (see Personal Armor above). All explosions dolethid damage unless otherwise indicated, though characrers, ground error mat well suffer against. Storiet less discretion—if there is a chance of the small of all.

GRENADE

Grenades are manutactured devices containing relatively small amounts of explosives or chemical substances. They are designed to be used by unskilled troops, and thus require no Demolstinors foll to use. However, they do require a Throwing or Arthetics foll tobs be thrown to the desired spec-Grenades are extremely difficult for anyone but police and multars personnel to acquire.

Fragmentation grenade: The archery pal grenade, rhesare designed to projed hundreds of metal and wire shards in all directions upon detonation. The sharpinel, rather than the actual explosion, causes most of the damage Fragmentation grenades do 12 direct of Jamage at the center of their explosion, reduced by one die for every varid of distance from the blast. Concussion grenades Loncussion grenades are designed to meap-crate or full through their explosion. They are theoretically non-lerbal, but no explosion is "true" "sat. Concussion grenades are the type most likely to be emply red by sWAT teams. They do eight does of damage reduced by one die per vard of distance from the basi.

Chemical grenades: This caregory enc impasses both smoke and ear ease grenades, which function identically except for their chemical pavload. Both emit gas through holes in their cases rather than explishing. However, the chemical reaction that produces the gas also produces hear ind any character who tries to pick one of these up while it is "active" receives two levels of agravited damage is took able with Fortreade, Jifficulty 6). The clouds produced by these grenades till a 10-tant radius; and last for 10 minutes in relatively fall air.

White phosphorus grenades: White phosphorus - WP grenades, are osterably intended for som keegnerar in However, they produce their smoke through the barring of a phosphorus compound that cannot be extinguishes with out special chemicals. WP grenades inflict damage as transmentation grenades, but WP damage is aggravated and continues to burn better peloued by roo due each turn unit thums out. Any flammable substance (tike vampries) in the radius of effect of a WP grenade maybe instited at the Storveeller's due tenion. WP grenades are extremely difficult to acquire, and Shorrellersshould teel tree to arb trainly deny them t is characters.

DEFINE CENTS

This circent includes any demolitron or basting charge that has been assembled with an explosive, detonator and detonation method tradiciontrol, timer etc.) when retented a character's hands. Perpared charges require no special knowledge to use a segmental purpose explosives, but a minimum of Demissions 2 is necessary over one and use it minimum of the minimum of

Satchel charges: This is a care half term for it we pound mass of plastic explosive and a timer, in a canvas bug. Satchel charges are designed to be thrown or dropped and fled, as the timers are usually 15 to 30 seconds form. A satche charge does 20 date of damage when it goes off, reduced by one die per two yards of distance from the blast.

Frame charges: These are also known as entity charges. These are small amounts of plastic exposite in an adjustable wood or plastic frame, and are designed to be locked, after the tramess of heavy doors or windows in order to blow them open. The most common use of trame charges is by SWAT teams in witautions where rapid entity into a barricaded area as needed. Frame charges can generally open any door short of n bank vault if properly emplaced, and do six dice of damage it bestanders reduced by two dive per yard of a distrance.

Shaped charges: This is more of a technique than a specific type of explosive device. Shaped charges are amounts



of explosive material which have been constructed to direct a majority of the explosion's force in a specific direction. The Secretifies is free to decide the precise game effects of a shaped charge, but generally damage will be increased by 50 percent in the direction that the charge is intended to blow and reduced by 50 percent in other directions. Frame charges (above) are a common application of shaped charges. Shaped charges are also used extensively in demolitions week, whereby buildings are 'imploded' by the destruction of key structural supports without flinging lethal shrapnel into the surrounding neighborhood.

ERPLOSIVE COMPOUNDS

All Damage Traits listed are per pound of explosive present unless otherwise noted, and reduce by one die per yard of distance from the blast center. Storytellers may feel free to increase this for dramatic purposes — or to make a point to unady characters.

Black powder: This is perhaps the only explosive that can be easily and legally acquired in any significant amount. Black powder must be packed tightly, it merely burns if scattered. Black powder can be detonated by heat or an open flame.

Damager I

Blasting powder: Blasting powder as an enhanced formula of black powder used in commercial mining operations.

Damagei 2

Nitroglycerine: Nitroglycerine is a clear, olly liquid. It is rather powerful, but it is also extremely unstable. In fact, it is likely to spontaticously detorate if subjected to such shocks as a character running with it. Nitroglycerine also detorates if exposed to heat or flame.

Damages 5

Dynamite: Also known as trinitrotolucine (TNT), dyramine is natroglycerine stabilized in an alsorbring compound and folled into sisks. Dynamine that is subjected to remperature changes over an extended period of time "sweats" pure, unstable natroglycerine. Modern mass-produced dynamite can be detonated only with a specialized primer compound and may safely be ignited as an emergency flare.

Damages 3 per stick.

Plastic explosive Plastic explosive is a genetic term used to describe a number of similar compounds, such as American C4 or Coech Senties, which are stable and flessible. Plastic explosives will hum without detonating, and can be used to cock on. They can be detonated only by a primer change such as a blasting cap or det card. Plastic explosives can be modded like modeling clay and are the explosive of choice for military applications.

Damager I to 20, depending on the procuse compound Primer cords Also known as det cord or instant fuse, this six specialized explosive compound manufactured in ropelike spools. Primer cord is used to detorate separate charges simultaneously. It can also be used as a main charge in some situations, such as cutting down trees, by a skilled explosive technician (Demolitions 5+). Primer cord can be detonated by a primer charge or by open flame.

Damage: 1 per two yards

Blasting caps: These are small charges, detorated by electricity or flame, designed to set off other explosives. They can sometimes be detorated by strong magnetic fields (Storyteller's discretion).

Damage: 4 if a character is in contact with a blasting cap when it goes off, but no effect past a foot or so of distance

Napalm: Napalm is gasoline that has been jellied to make it thick and sticky. It can be extringuished by being completely submerged or by oxygen deprivation, but otherwise burns indefinitely (in game terms—five to 10 minutes becomes irrelevant after the first 20 health levels of aggravated damage). Napalm can be ignited by anything that would ignite regular gasoline. If a character is unfortunate enough to be conted watch tapalm, redl one die. That many dice of aggravated damage (difficulty 7 to soak with Fortitude) are inflicted on the unfortunate soul on the first turn, and the rapalm continues to burn, inflicting one less die of damage per turn until it reaches zero.

MILITARY-GRADE WEADONRY

Military weapons should never fall into the hands of player characters in a Vampire: The Masquerade game. Heavy machine guns, tanks, attack helicopters, artillery, jet fighters and the like are so far outside the scope of personal combat as to be completely ludicrous. The modern battlefield is deadlier than can be described to anyone who hasn't been on one, and Kindred, for all their power, are no match for correctly used modern military technology. No reasonable amount of Potence allows a character to slug it out with a tank that mounts a 120mm main gun. firing 100-pound armor-piercing sabot rounds. No realistic amount of Celerity makes a character fast enough to outrun an artillery barrage that saturates every inch of ground in a one-mile radius with shrapnel. No obtainable amount of Fortitude gives a character enough extra soak dice to survive the detonation of a 2000-pound laserguided bomb. The Kindred are mighty personally, but on the modern battlefield, one character's personal might matters very little in the face of combined arms. As for Kindred of great age and potency, none has reportedly ever dealt with weapons matching their own sheer deadliness. The Storyteller is advised to use military force for dramatic effect alone.



USING THE CHARACTER SHEET

Not everyone needs to use the expanded character sheet, but many players prefer them, keeping all of their characters' details at their fingertips rather than scattered over notebooks, cockasil napkins and thrice-folded scraps of typing paper. In the interests of saving space in future Vampire books, this sheet has been generalized here, so everyone gains maximum use from it.

When filling out the character sheet, remember:

- If your character has the Virtue of Conscience and/ or Self-Control, you start out with a "free" dot in those Virtues. Only those hortful individuals with Conviction and/or Institute don't start with the free dot.
- The Other Traits section of the character sheet can cover any numerical Trait you feel like recording. These are most often Secondary Abilities, but some other Traits are too rare to warrant their own section on the character

sheet (True Faith scores, additional Disciplines, Traits presented in later books, etc.). Stick 'em here.

- The Weakness entry is included so you can jot down your character's clan weakness.
- Rituals are special abilities studied under the auspices of Thaumaturgy and Necromancy. If you don't have either of these Disciplines, leave this space blank, or use it for something more appropriate.
- The Blood Bonds section also covers vinculi, which are the special "threads" of sanguinary loyalty possessed by vampires of the Sabbat. For more details on the vinculum and the Vaulderie that creates it, see the Guide to the Sabbat.
- The Coterie Chart is a fine place to jot down notes on your troupe's coterie, or to create a "family tree" of coterie relationships.



CHAPTER FORE: EQUEMENT

STORYTELLERS COMPANION ...

THE SECRETS OF A WORLD OF DARKNESS

THE KINDRED HIDE AMONG MEN, EKING OUT THEIR BLOODTHIRSTY UNLIVES UNDER A VEIL OF DECEDITION, VET CERTAIN MYSTERIES REMAIN OBSCURED FROM EVEN THE CLEVEREST VAMPIRE'S SIGHT, WHO ELSE STALKS THE FINAL NIGHTS? WHAT OF THEIR POWERS? AND WHAT TERBIBLE SECRETS DO THEY CARRY?

THERE ARE MORE OF US THAN WE KNOW

THE VAMPIRE STORYTELLERS COMPANION COLLECTS NEW RULES, ABILITIES AND BLOODLINES TO AID STORYTELLERS IN THEIR TASK OF WORLD-BUILDING. THIS BOOK PRESENTS NEW INFORMATION ON THE LESS NUMEROUS KINDRED OF THE WORLD OF DARKNESS* AS WELL AS AN EXPANDED WEAPONS LIST AND FRIGHTENING DISCIPLINES ONLY RUMORED BY THE KINDRED OF THE CAMARILLA AND SABBAT ALIKE. IT S A VALUABLE RESOURCE FOR STORYTELLERS WHO WISH TO UNLEASH FORGOTTEN TERRORS AND NEW MACHINATIONS UPON THEIR PLAYERS' CHARACTERS.

THE VAMPIRE STORYTELLERS COMPANION INCLUDES

- DETAILS ON THE LESSER BLOODLINES THE SALUBRI, SAMEDI AND DAUGHTERS OF CACOPHONY
- * NEW WEAPONS, DISCIPLINES AND ABILITIES WITH WHICH PLAYERS
- CAN ARM THEMSELVES AGAINST THE NIGHT
- CONTAINS AN EXPANDED CHARACTER SHEET COMPATIBLE WITH THE REVISED EDITION OF VAMPIRE: THE MASQUERADE AND A SCREEN FOR STORYTELLERS TO HIDE THEIR NOTES AND DICE ROLLS FROM DLAYERS



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